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BLOODY ROAR®

PRIMAL FURY

OFFICIAL FIGHTER'S GUIDE

BY KEN SCHMIDT

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TEEN



NINTENDO
GAMECUBE

ACTIVISION  HUDDSON

EVERY HIDDEN CHARACTER!
EVERY HIDDEN STAGE!
BRUTAL ATTACK CHAINS!

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BLOODY ROAR®: PRIMAL FURY

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INTRODUCTION

During the Age of Feuding between humans and Zoanthropes, a new kingdom was born.

Founded upon a dream of peace and equality for humans and Zoanthropes, this new land attracted scores of Zoanthropes from far and wide. However, the kingdom was young, and it relied heavily upon its Zoanthrope army for security and on its special brigade of Zoanthrope mercenaries for income. Even more troublesome for the infant nation were rumors of cruel experiments being carried out on Zoanthropes to uncover the secret behind their mysterious ability to transform into fighting beasts. Though nearly everyone, Zoanthrope and human alike, strongly opposed these experiments, no one could prove that they were actually taking place, much less who was responsible for them.

In an effort to bring the nation together and show off the power of the Zoanthrope army and mercenary brigade, the kingdom decided to sponsor the ultimate Zoanthrope fighting tournament. The winner would not only earn the title "Zoanthrope Champion," but also take home a handsome cash prize.

If only the participants knew what was really awaiting them...

ACKNOWLEDGMENTS

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GAME BASICS

METHODS OF MOVEMENT

Use either the Control Stick or Control Pad to control character movements along the horizontal and vertical axes. To sidestep, use the L and R Buttons. In this guide, all commands for attacks are given with the assumption that the character is facing to the player's right. If your character is facing to the left, make the appropriate adjustments. If your character is knocked to the ground, pressing any direction causes your character to roll in that direction. Press nothing to have your character to stand straight up, or press **K** for a Rising Attack. Rising Attack is available to every character, and is listed the same way in every character's Standing Attack Table. After being knocked to the ground, press **K**.

DIRECTION PRESSED	RESULT
→ / ←	Character moves in that direction ¹
→ →	Tap, then hold to dash
← ←	Take quick steps backward
↑	Jump ²
↓	Crouch
↓ ↓	Duck
L Button	Step out of the screen
R Button	Step into the screen

¹ If your character's back is exposed to the opponent, pressing in the direction of the opponent turns your character around.

² You can jump forward ↗, back ↘, or jump out of a dash ↗ → + ↗.

GAUGES

LIFE GAUGE

There are two gauges of interest onscreen during game play. The first is the Life Gauge. A round is over when one character's Life Gauge is fully depleted, or when the time expires. In either case, the character with more Life Gauge remaining is declared the winner. The Life Gauge is located at the top of the screen, just above the name of the character it represents. The green portion of the Life Gauge represents remaining life, while the blue portion shows how much Life Gauge can be recovered while in Beast or Hyper-Beast Form.



BEAST GAUGE

Each match begins with enough Beast Gauge to change to Beast Form. When this gauge is completely emptied, it fills with blue, then yellow, and finally red. Once the gauge is blinking red and yellow, no more Beast Gauge can be accumulated. Changing to Beast Form takes place when your character is in Human Form, has enough Beast Gauge to effect the change, and you press **B**. The change can occur while your character is standing still, jumping, dashing, in the middle of a chain, or while you're inputting a command attack with **B**.

Beast Gauge will slowly fill on its own, but attacking, blocking, evading and **Beast Poses** (see definitions at the bottom of this page) all accelerate the rate at which the Beast Gauge fills. Once you activate it by pressing **B**, the Beast Gauge flickers white and yellow and shrinks as you take damage. Once the gauge is emptied, the character will revert to Human Form when he or she gets knocked down. Performing a **Beast Drive** in Beast Form, regardless of whether it connects, reverts your character back to Human Form.



BEAST POSE

While Beast Poses do increase the Beast Gauge, they are also an open invitation to opponents to take free shots for easy damage.

BEAST DRIVE

Beast Drives are powerful attacks available only when a character is in Beast or Hyper-Beast Form. The commands to execute each character's Beast Drives are the same: ↓ ↘ → ↓ ↗ + **B** and ↓ ↘ ← ↓ ↗ ← + **B**.

BEAST FORM

A characteristic that all characters share is the ability to beastarize. So long as the Beast Gauge has "BEAST CHANGE!!" over it, your character has the ability to change to his or her more powerful Beast Form. If the gauge is blue, then attempts to beastarize result in a Beast Pose.



CANCELLING ATTACKS

Pressing **BL** at certain points in some attacks or moves allows you to cancel their execution. Some moves execute too quickly to be cancelled, and others can be cancelled only at certain points in their animation.

While in Beast Form, the following changes take place, and unless otherwise noted, they also carry over to Hyper-Beast Form:

- The blue area of your character's Life Gauge begins to turn back to green.
- You can access new attacks, including Beast Drives, by pressing **B**. The new attacks are listed at the end of each character's section.
- Your character's offensive and defensive abilities are increased. He or she will hit harder and receive less damage from being hit.
- Your character's jumping ability is enhanced, meaning he or she can jump higher and farther. Also, each character, except Ganesha and Stun, gains the ability to jump into the wall, pause on it for a split second, and jump off.
- The ability to **cancel attacks** (see definition to the left) is available at different points than when your character is in Human Form.

HYPER-BEAST FORM

Once activated with either the Hyper-Beast Button (default is the Z Button) or with **BL + B + K**, the Beast Gauge flickers white and red and turns into a timer. Once the Beast Gauge has emptied, your character reverts to Human Form. It is not necessary to have a yellow and red flashing Beast Gauge to change to Hyper-Beast Form, though activating it at any other time will deplete a character's Life Gauge. The amount of Life Gauge spent depends on how much Beast Gauge is available. The lower the amount of Beast Gauge built up, the more Life Gauge is consumed.



CONVENTIONAL ATTACK

An attack that uses no more than one directional input. This includes moves that use a single directional input multiple times, such as dashing attacks. It also includes moves that don't use any directional input.

While in Hyper-Beast Form, the following changes take place:

- The round timer stops. If you're behind and the time is about to run out, it's always a good idea to change to Hyper-Beast Form.
- A character recovers Life Gauge at a faster rate than when he or she is in Beast Form.
- You gain the ability to shift between moves. Keep in mind that this doesn't increase the speed of chains, but it does make it possible to link moves that normally don't go together. This is a bigger advantage for moves that normally have a long recovery time. Experiment in Training mode to get a good feel for how this impacts each character.
- Performing Beast Drives does not deplete your Beast Gauge.

COMMAND ATTACK

An attack that requires more than one directional input, such as **↓↘→**, or **↓↑**.

HYPER-BEAST FORM ABILITIES

NAME	DESCRIPTION	CHARACTERS
Any Cancel A	Can cancel all conventional attacks. Any Cancel A means that you can shift your move from a conventional attack to a command attack (see definitions above this table), except for command throws.	Bakuryu, Kohryu, Gado, Xion, Yugo
Any Cancel B	Can cancel all attacks. Any Cancel B means that you can shift your move from one command attack to another. You cannot move to the same command attacks (for example, ↓↘→ + P to ↓↘→ + P), but you can shift your attack from ↓↘→ + P through →→ P and to ↓↘→ + P .	Ganesha, Shenlong, Uranus, Shina, Busuzima
Super Armor	Take no damage when being attacked.	Ganesha, Kohryu
Power Block	Heavy block with motion for light block.	Shenlong, Stun
Consecutive Hit Effect	Freeze the opponent's block ability and hit him or her continuously.	Alice, Long, Yugo
Counter Hit Effect	All attacks work as counterattacks and all special damage attacks increase in damage by one level.	Long, Uriko, Uranus, Shina
Energy Drain	Restore one's energy level while damaging the opponent.	Jenny

Hyper-Beast Form continued

NAME	DESCRIPTION	CHARACTERS
Power Launch	Throw an opponent further and higher.	Jenny
Invisible Effect	Become invisible.	Busuzima
Power Legs	Increased leg attack performance.	Alice
Speed Up	Quicken attack performance.	Stun
All Block Break	All attacks can break blocks.	Gado
Void the Opponent's Defensive Ability	Disable the opponent's defense ability. Usually, when a character is in Hyper-Beast Form, his or her defensive ability is higher than it is in Human Form. Those who have the Void the Opponent's Defensive Ability can break down a Hyper-Beast defense and damage the opponent as if he or she was in Human Form.	Uriko
Rave	Speed up, increase in defensive ability, Any Cancel B.	Cronos
Transformation	Transform into a different character.	Cronos
Kezuri A	Block attacks cause some damage (20%-40% of normal).	Bakuryu
Kezuri B	Blocked attacks cause damage on multiple parts of the opponent's body (High, Middle, Low). When a character is in Hyper-Beast Form with Kezuri B, he or she can still inflict damage to an opponent who blocks an attack.	Xion

DEFENDING

LIGHT BLOCK

The game is set for auto-blocking (known as Light Block), which means the Control Pad in a neutral position blocks Middle and High attacks, but is vulnerable to Low attacks. Crouching blocks Low attacks, avoids High attacks, but is vulnerable to Middle attacks. Jumping blocks High and Middle attacks and avoids Low attacks. However, blocking while airborne leads to a stunned position that is vulnerable to further attacks.



HEAVY BLOCK

To defend against Block Break attacks (definition below), use Heavy Block, which is $\leftarrow + \text{BL}$, or $\nwarrow + \text{BL}$ for Low Heavy Block.



BLOCK BREAK

A Block Break is a stronger attack, marked by a flash of yellow, designed to break through Light Blocks. Breaking through the block reduces the amount of damage inflicted by the attack.

EVADE

Evade by pressing BL just before an attack lands. To evade throws, press P , K , B , or BL immediately after your opponent executes a throw. You must perform the input no later than the moment your opponent makes contact. Although most blocked moves inflict no damage, evading moves is a better idea because you avoid spending time in block stun.



DUCKING

Duck down by pressing $\downarrow + \downarrow$. While in this position, both High and Middle attacks go over your character, while Low and Medium-Low attacks will knock him or her out of the position. Without further command input, your character will automatically stand after approximately two seconds.



RECOVERY

Move the Control Stick and press buttons to recover from being stunned or knocked down. If your character is knocked into the air, press P , K , B , or BL to recover and have a chance to block or attack.

ATTACKING

7

Each character's full complement of attacks is covered in his or her own section. Attacks come in the following types: Standing, Crouching, Jumping, and Throws.

MOVE TABLES

TABLE NAME—Describes what type of attacks are listed.

DAMAGE—See the following section titled Damage Modifiers for information about the Damage column.

JUMPING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Jumping Kick	↑ P	9	HM	
Jumping Forward Kick	↑ → + K	22	M	Block Break/Knockback
Jumping Back Kick	↑ ← + K	22	M	Block Break/Knockback
Jumping Knuckle	↑ D	8	HM	
Jumping Hammer	↑ → / ← + P	26	M	Bounce

MOVE NAME

The name of the move.

COMMAND—The direction(s) and buttons used to execute the move. The buttons correspond to the buttons used for the game and not the buttons on the controller. Note that some moves have similar command inputs. A "+" between direction inputs and button presses indicates that the direction and button **MUST** be pressed at the same time (simultaneously). A space between the direction and inputs indicates that the first input must be completed before performing the command that follows (consecutively).

- (K) Kick Button (defaults to A Button)
- (P) Punch Button (defaults to B Button)
- (B) Beastize (defaults to X Button)
- (BL) Block (defaults to Y Button)

CHAINS		CROUCHING				
NAME	COMMANDS	MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
C-01 Double	• (In Group A)	Low Kick	• A	13	H	
Angry Kick	• • (In Group A)	Low Reverse Kick	• P	14	L	Block to opponent's Trip
C-01 Kick Angry Kick	• • • (In Group A)	Forward Head Kick	• A	17	M	From back position/Trip
Amnesia Blow	• • • (In group B)	Middle Head Kick	• P	20	H	
BL Stabbing	Reverser Kick	High Kick	• P	14	L	Trip
BL Punch	• (In Group B)	Front Kick	• A	8	M	
BL Trip	• (In Group B)	Frontching Kick	• P	12	M	Block to opponent
BL Stagger	• • (In Group B)	Square Tens Knuckle	• P	4	M	From back position/Trip/ 2 Hits + 12 Recovery required/jumping opponents
Amnesia Blow	• • • (In group B)	Glow Upper	• A	12	M	
Amnesia Scratch	• • • (In group B)	Amnesia Blow	• P	13	M	
Grand Scratch	• • • • (In B)	Grand Scratch	• P	13	M	
BEAST FORM CHAINS		JUMPING				
NAME	COMMANDS	MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Angry Blow	• • (In Group A)	Jumping Kick	• P	9	HM	
Triple Low Scratch	• • • + •	Jumping Forward Kick	• → P	22	H	Block Break/Knockback
Scratches Scratch	• • • + • + •	Jumping Back Kick	• ← P	22	H	Block Break/Knockback
Walking Upper	• • + •	Jumping Knuckle	• D	8	HM	
Fang Walking	• • + • + •	Jumping Hammer	• → / ← P	26	M	Bounce
GROUP A CHAINS		THROWS				
NAME	COMMANDS	MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Joseph Kick Blow	• • • + • + •	Grind Throw	• → P	38		
Joseph Kick Spin	• • • + • + •	Tough Throw	• → P	40		Face opponent's back
Front Kick Throw	• • • + • + •	Front Throw	• → P	38		Facing crouching opponent
Joseph Kick Surprise	• • • + • + •	Reverse Throw	• → P	40		After knee bend/Facing crouching opponent
Front Kick Surprise	• • • + • + •					
Assault Kick Blow	• • • + • + •					
Front Kick Bomb	• • • + • + •					
Assault Kick Bomb	• • • + • + •					
Assault Kick Rush	• • • + • + •					
Front Kick Rush	• • • + • + •					
Front Kick Rush	• • • + • + •					
BL Assualt Kick Rush	• • • + • + •					
GROUP B CHAINS						
NAME	COMMANDS	MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Reverser Kick	• • (In Group B)					
Violent Ground	• • + •					
Violent Impact	• • + • + •					

NOTES—This column provides additional information about the move. Note that some attack characteristics (Bounce, Launch, Stagger, Knockback, and Trip) change between Human, Beast and Hyper-Beast Forms, or if the opponent is recovering from an attack. For example, an attack that normally Staggers may Launch an opponent recovering from a Trip. It also lists other properties of the move, such as the number of hits, and whether it's a Block Break, a Counter, or a Block Attack.

BLOCK—The height at which the attack strikes.

H	High
M	Medium
L	Low
N/A	Move can't be blocked

NOTE Two things to point out about the Block column. First, all Throws are blocked the same way (see Evading Throws), so there is no Block column in the Throws tables.

Second, when two letters are included in the Block column and the attack hits only one time, then the attack hits at two heights. In multi-hitting moves, it could mean that different hits strike at different heights. Use the Training mode to learn more about individual moves.

BOUNCE

An attack that strikes an opponent, causing him or her to either stumble closer to the ground or hit the ground and rebound a short distance into the air.

TRIP

An attack that strikes the *legs* of an opponent, causing him or her to stumble closer to the ground.

KNOCKBACK

A powerful attack that drives opponents backward some distance. One can use attacks that have knockback to achieve a ring out victory if the stage's walls have been eliminated.

LAUNCH

An attack that pushes the opponent into the air but allows for an Air Recovery.

STAGGER

An attack that pushes the opponent into the air and renders him or her incapable of an Air Recovery. Staggers come in two varieties. The first is where the opponent barely leaves the ground and doesn't get high enough to Air Recover. The second is where the opponent is stunned by the attack and spirals to the ground.

COUNTER

A defensive position in which the defender awaits being struck by an attack and then hits back with an attack of his or her own.

BLOCK ATTACK

An attack that allows a character to attack while maintaining a High/Middle Light Block. Green lightning covering the character marks Block attacks.

CHAINS

CHAIN

A programmed string of attacks that execute when a player presses the **P**, **K**, **B** buttons in a certain order. The game stores the inputs and executes each part of the chain if the buttons are pressed in the correct order. Some chains require precise timing, but they are rare.

COMBO

A string of attacks set up so that when the first attack connects, the following attacks are guaranteed to hit. The total number of hits in the combo is counted onscreen, just below the Life Gauge.

NOTE

Chains listed outside the "Beast Form Chains" table that call for the use of **B** require that the Beast Gauge is filled, or the character must already be in Beast Form.

If a chain begins with **B**, then that chain can be performed only if the character is in Beast Form, *except* for those chains that begin with a command input **B** attack. Command input attacks begin with either **↓** **→** or **↓** **←**.

TABLE NAME—The chains being listed. Table names that begin with "Group" denote chains that are used to end certain chains listed in other tables.

CHAINS

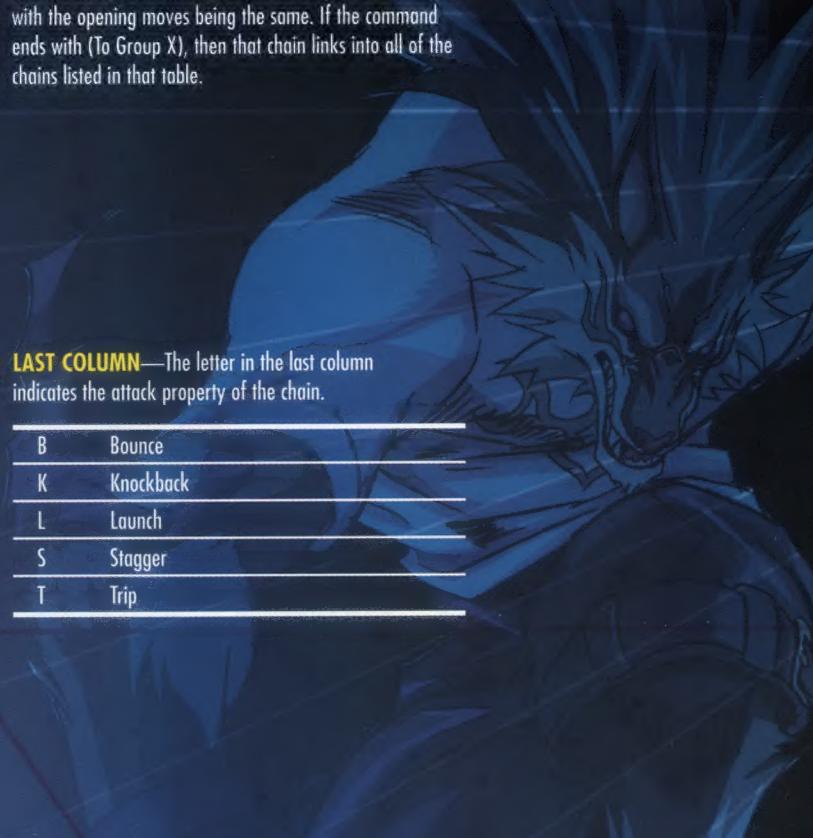
NAME	COMMANDS
G-III Double	K , K (to Group A)
Angry Fist	← + P , P , B (to Group A)
G-III Kick Angry Fist	K , ← + P , P , B (to Group A)
Amazon Blow	← + P (to group B)
RK Shooting	Reverse Kick, P , P (to Group B)
M-VI Punch	P , P , P (to Group B)
M-VI Shot	P , P
M-VI Nupperm	P , P , ↓ + K
M-VI Nupperm Fake	P , P , ↓ + P
M-VI Stinger	P , P , P , K
M-VI Gun	P , K
Spinning Knuckle	← + P , P
	← + P , P , B , ↓ + B
	K , ← + P , P , B , ↓ + B
Angry Slash	← + P , P , B , B
G-III Angry Slash	K , ← + P , P , B , B
Hunting Arrow	→ + P , K
Hunting Dive Elbow	→ + P , P , P
Amazon Gunner	← + P , K
Amazon Scratch	← + P , ↓ + K
Grind Scratch	P , P , ↓ + B

NAME—The name of the chain. Not all chains have individual names; such chains are considered part of a family with the opening moves being the same. If the command ends with (To Group X), then that chain links into all of the chains listed in that table.

LAST COLUMN—The letter in the last column indicates the attack property of the chain.

B	Bounce
K	Knockback
L	Launch
S	Stagger
T	Trip

CHAINS				
SIX-LEVEL COMBO STARTER CHAINS				
BEAST FORM CHAINS				
NAME	COMMANDS	DAMAGE	BLOCK	NOTES
Consecutive Middle Punch	↓ → ↓ → ↓ →	1	N/A	
Heavy Shoulder Kick	↓ → ↓ → ↓ →	1	L	Back to opponent
Punch & Tearing Kick	↓ → ↓ → ↓ →	1	M	From dark position/ Stagger
Consecutive Attack	↓ → ↓ → ↓ →	1	N/A	
Consecutive Tiger Claws Attack	↓ → ↓ → ↓ →	1	M	Back to opponent
MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Bouncing Kick	↓ →	9	L	
Jumperskull Breath Kick	↓ →	10	M	
High Piercing Arrow	↓ →	16	M	
Side Kick	↓ →	14	M	
Double-side Breathing Kick	↓ →	13	M	Trip
Crouching Punch	↓ →	3	M	
Consecutive Destruction	↓ →	10	M	
Consecutive Shoot Pier	↓ →	10	M	
Jumping Attacks	↓ →	10	M	
Consecutive Fall	↓ →	15	M	
MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
GOLDEN MILL CHAINS (AFTER ↓ → ↓ → ↓ →)				
Golden Tiger Group	↓ → ↓ →	1	N/A	
Golden Doublet Group	↓ → ↓ →	1	N/A	
Sun & Moon	↓ → ↓ → ↓ →	1	N/A	
Energy Group Sun & Moon	↓ → ↓ → ↓ →	1	N/A	
Golden Doublet	↓ → ↓ →	1	N/A	
Shoulder Kick	↓ → ↓ →	1	N/A	
Golden Consecutive	↓ → ↓ →	1	N/A	
Rock Consecutive	↓ → ↓ → ↓ →	1	N/A	
Tiger Group Consecutive	↓ → ↓ → ↓ →	1	N/A	
Tiger Doublet	↓ → ↓ →	1	N/A	
Golden Head Method	↓ → ↓ → ↓ →	1	N/A	
Tiger (Sky)	↓ → ↓ →	1	N/A	
Golden Hawk Method	↓ → ↓ → ↓ →	1	N/A	
Tiger Head	↓ → ↓ →	1	N/A	
Golden Hawk Method (To General)	↓ → ↓ → ↓ →	1	N/A	Facing opponent's back/2 hits
Golden Hawk Method (King)	↓ → ↓ → ↓ →	1	N/A	Facing attacking opponent
Tiger Claws Step	↓ → ↓ →	10	N/A	To Six-Level Combo
MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
LONG				
JUMPING				
Flying Kick	↑ →	8	M	
Wind Dimension	↑ →	10	M	Block Break/Knockback
Wind Dimension	↑ →	10	M	Block Break/Knockback
Rise and Fall Attack	↑ →	8	M	
Double Falling Attack	↑ → ↑	24	M	Block Break/Source
MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
THROWS				
Barrel Throw	↑ →	20	N/A	
Back Throw	↑ →	21	N/A	
Stealing Laser Throw	↑ →	19	N/A	
Tiger Claws Step	↑ → ↑	N/A	N/A	



Several factors go into determining exactly how much damage an attack inflicts. First, the characters are split into four groups of defensive ability. They are as follows:

Tough: Gado, Ganesha, Kohryu, Stun

Semi-Tough: Long, Yugo

Average: Alice, Bakuryu, Buzuzima, Cronos, Jenny, Shina, Uriko

High Damage: Shenlong, Uranus, Xion

NOTE

IMPORTANT!

The damage values supplied in the character section move tables are *NOT* absolute values. Use the values provided as a general guideline for **COMPARISON PURPOSES ONLY**. Many factors modify the actual damage value of an attack. Such factors are discussed in this section.

The damage values in this guide were obtained by attacking a character from the 'Average' damage class in Human Form in the center of a fighting stage.

The table below shows an example comparison of an attack that inflicts 35 damage points to the Average group. The difference between each group is not a fixed value, but a percentage change of the damage inflicted by the attack.

Tough	32
Semi-Tough	34
Average	35
High Damage	36

Characters in Beast or Hyper-Beast Form inflict more damage and receive less damage than those in Human Form. This means that the form your character is in, and the form your opponent's character is in, impacts the amount of damage inflicted.

Attacks to an opponent's back inflict more damage than those performed face-to-face. Also, dropping or driving an opponent into the ground or a wall inflicts extra damage. The amount of extra damage is determined by the attack used to drive the character.

Finally, for attacks that hit multiple times (check the Notes column), our tables list damage inflicted when all hits connect successfully.

Please keep all these factors in mind as you read through the character sections that follow.

URANUS
THE CHIMERA

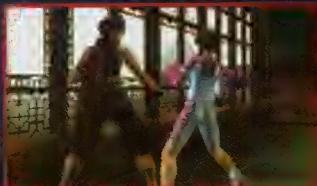
TYRON changed Uriko into the strongest artificial beast man machine in existence. Is there something inside of her that will awaken, or had anyone made a promise of her? Uranus had the fate to be both the wife of the god of the sky and the mother of the god of time, Cronos.

Age: 28
Gender: Female
Boss: Uranus

MOVE NAME	COMMAND	DAMAGE	NOTES
840	•	12	
840	•	12	
841	•	24	
841	•	24	
846	• - •	14	
846	• - •	14	
847	• - •	20	
847	• - •	12	
849	• - •	8	
849	• - •	14	
849	• - •	6	
850	• - • - •	10	
850	• - • - •	10	
851 "Painless"	• - • - •	29	
851 "Painless"	• - • - •	16	
852 "Mirage"	• - • - •	16	
852 "Mirage"	• - • - •	16	
853	•	9	
853	•	9	
854	•	10	
854	•	10	
855	•	28	
855	•	28	
856	•	12	
856	•	12	
857	• - •	10	
857	• - •	10	
858	• - •	6	
858	• - •	6	
859	• - •	14	
859	• - •	14	
860	• - •	5	
860	• - •	5	
861 "Assassin"	• - • - •	21	
861 "Assassin"	• - • - •	21	
862 "Screamer"	• - • - •	26	
862 "Screamer"	• - • - •	26	

STAGES

Each battle takes place in one of several incredibly detailed stages. Every stage has destructible boundaries that keep combatants in fairly close quarters. The barriers can be damaged and eventually destroyed.



Once a barrier has been removed, it is possible to achieve victory through a ring out. Strike an opponent with enough force to send him or her hurtling through the air and outside the stage's original boundaries to score a ring out victory.



The screenshots to the left show the lifecycle of a barrier. The barrier to the upper-left is undamaged, the lower-left picture shows a damaged wall, and the final shot shows part of a barrier destroyed.

STAGE 1: ASIAN GATE

Size: 12m x 12m ring



The Asian Gate stage is a castle garden with a pond and Torii Gate somewhere near Shizuoka, Japan. It complements Bakuryu and other Japanese characters. The north side (the camera direction at the beginning of a match) is the door to the castle courtyard. A pond surrounds the rest of the ring. The stone walls surrounding the pond lend a very open feeling to the stage. The season is set in the spring.

STAGE 2: CHINESE TEMPLE

Size: (2) 12m x 12m rings

The Chinese Temple stage is located near Suzhou, China. It was built to complement Long and other Chinese characters. When one of the fighters is knocked through the north wall (camera direction at the beginning of the match) onto the stone platform outside, the round will result in a ring out. The next round will begin on the stone platform. Because this platform's only wall is on the north side, you can easily score a ring out victory by throwing your opponent to the east, west or south. This should add depth to the stage because you really have to be careful about your position as you fight on the outdoor platform.



STAGE 3: FREEWAY

Size: 6m x 18m



This stage consists of a busy freeway overpass above water. Characters get hit by cars when they ring out into traffic. Occasionally, when a character rings-out into the passing cars, he or she may bounce back into the ring and continue fighting!

STAGE 4:**AIRCRAFT CARRIER**

Size: 12m x 12m



This stage consists of an airline elevator on a large aircraft carrier. It complements Gado and other military-style characters. This stage is set in the early morning, just after sunrise. One can see the ocean to the south.

STAGE 5:**MIDNIGHT ROOFTOP**

Size: 20m x 20m



The Midnight Rooftop stage is located at the top of a skyscraper in the downtown area of a major metropolis. Set in the evening, the windows and walls of the surrounding buildings reflect light and give the stage a very lifelike feeling.

STAGE 6:**BACK ALLEY**

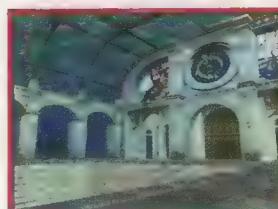
Size: 6m x 6m (upper), 12m x 12m (lower)

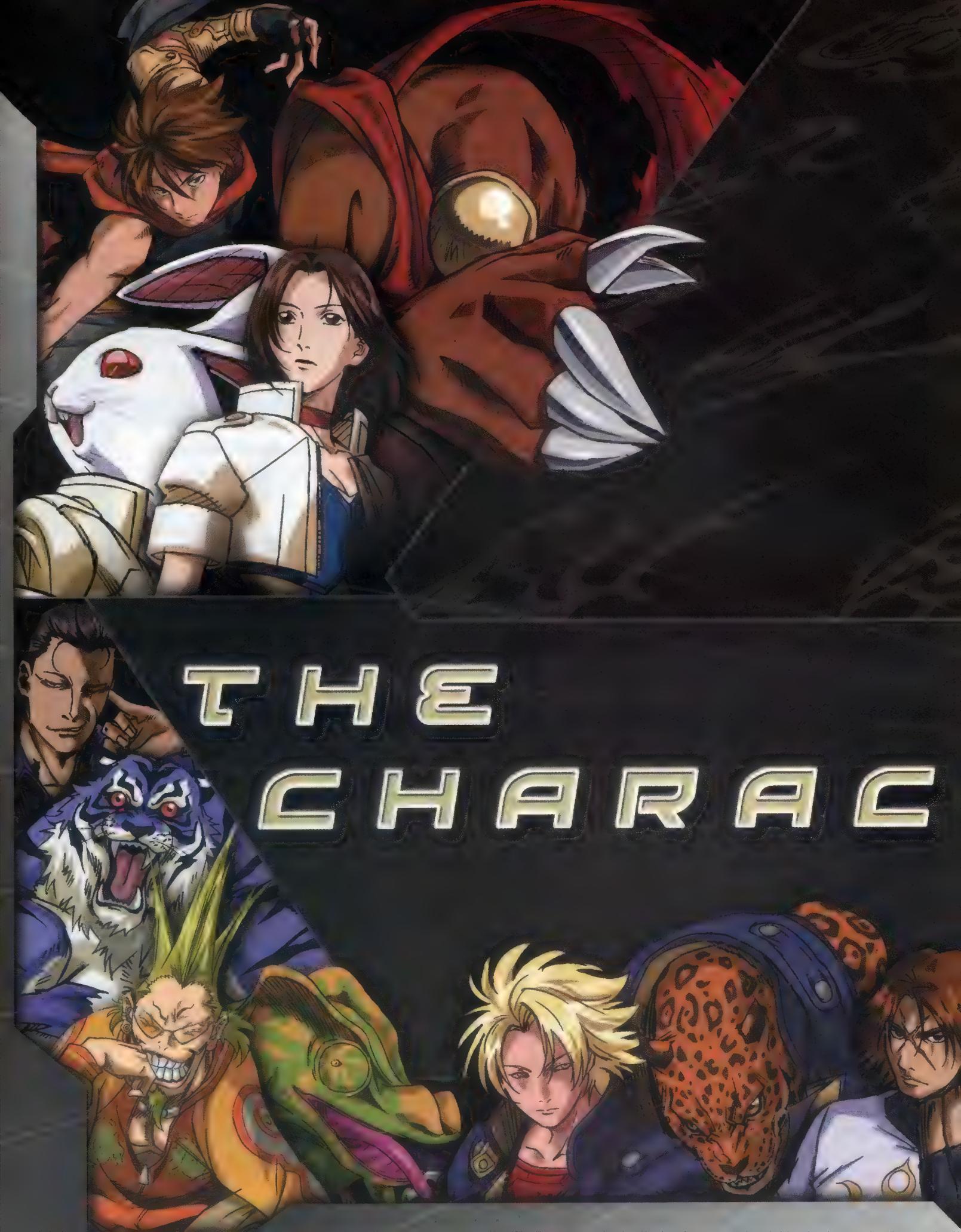
The Back Alley stage is reminiscent of a fighting ring in the movie *Fight Club*. This stage includes a small, raised roof-type ring and a larger lower ring. If either character breaks through the upper ring's floor, the battle will continue immediately after both characters land in the lower ring. The stage is set in the hottest days of summer.

**STAGE 7:****AQUARIUM**

Size: 12m x 12m (upper), 10m radius ring (lower)

This stage is a Romanesque underwater aquarium. If either character rings-out through the north wall of the upper ring (camera direction at the beginning of the match), he or she will fall into the lower ring. If he or she rings-out through any of the other walls in the upper ring, the result will be a ring out loss. The lower ring, a secret laboratory filled with various experiments, is circular and has no breakable walls, which makes ringouts impossible.





THE CHARAC



TRES

ALICE THE RABBIT

Alice was abducted by TYRON and transformed into a half-beast. Now she assists Yugo, her childhood friend, by working for NGO as a volunteer. Worried about Yugo going on his journey alone to find out about the mark, she decides to follow him. She also bears the mark.



STANDING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Upper Sidekick	K	12	H	
Turn Kick	K	12	M	Back to opponent/ Knockback
Rising Attack	K	20	M	
Rabbit Dash	K	14	L	Dashing Attack
Rabbit Kneeing Putt	→ → K	16	M	
Arc Drop	→ + K	13	M	Variable forward movement
Leg Slash	→ + K	12	H	Stagger
Necrodesire Kick	↑ + K	12	M	2 hits
Stamp Kick	↓ + K	2	M	Opponent must be on ground
Somersault	↓ ↑ + K	9	H	
Rabbit Slide	↓ ↘ → + K	12	L	Trip
Somersault Kick	↓ ↙ ← + K	14	M	
Jab	P	8	H	
Turning Around Punch	P	9	H	Back to opponent
Rabbit Tackle	P	17	M	Dashing Attack
Sliding Punch	→ → P	12	L	
Service Punch	→ ← + P	N/A	N/A	Taunt
Through Punch	→ + P	12	M	
Sweeping Knuckle	← + P	12	M	
Super Uppercut	↑ + P	9	M	Stagger
Hammer Drop	↓ + P	3	M	Opponent must be on ground
Rabbit Spiral	↓ ↘ → + P	16	M	5 hits
Spring Slap	↓ ↙ ← + P	12	M	Block Attack

CHAINS

NAME	COMMANDS
Jab Chains	P, P
	P, P, P
	P, P, P, → + P
	P, P, P, ↓ + P
	P, P, P, ↓ + P, ↙ + B
Blitz River Throw	P, K, P, ↓ + K
Upper Sidekick Chains	K, K
	K, K, ← + K
	K, K, → + K
	K, K, ↓ + K
	K, P
	K, P, ↓ + K
Squat Combination	↓ + K, ↓ + K
Ace Drop Rush Combo	→ + K, ↓ + K, ↓ + P
Lunar Combo	↓ + K, → + K
Arc Drop Combo	→ + K, ← + K, → + K
Upper Throw Punch	→ + P, P
Sway Kick Combination	← + P, K
Low Sway Kick Combination	← + P, ↓ + K
Low Sway Combo	↖ + P, K
Through Punch Upper	→ + P, P
Rabbit Step	↖ + P, P, P, ↓ + K
Rabbit Flip Chain	↖ + K, K, ← + K
Leg Beat Combination	↖ + K, K, K
Leg Beat Combination Deluxe	↖ + K, K, K, ← + K
Squat Blitz Combo	↓ + P, ↓ + K
Squat Combination	↓ + P, ↓ + K, ↓ + K
Triple Somersault	↓ ↙ ← + K, ← + K, → + B
Triple Somersault Kick	↓ ↙ ← + K, K, ← + L
Rabbit Blast	↖ + K, K, ↖ + B

CRUCHING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Squat Side Kick	↓ + K	9	L	
Squat Turn Kick	↓ + K	9	L	Back to opponent/Trip
Lunar Kick	↓ ↓ K	13	M	From duck position/Stagger
Funny Sweep	↖ + K	8		L
Reverse Foot Kick	↗ + K	8	L	End facing opposite direction
Squat Jab	↓ + P	6	ML	
Squat Turning Straight	↓ + P	6	ML	Back to opponent
Hopping Hammer	↓ ↓ P	16	M	From duck position/Stagger
Body Hook	↖ + P	9	M	
Lower Sweeping Knuckle	↖ + P	10	L	

JUMPING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Jumping Kick	↑ K	9	HM	
Missile Kick 1	↑ → + K	22	H	Block Break/Knockback
Missile Kick 2	↑ ← + K	22	H	Block Break/Knockback
Jumping Punch	↑ P	8	HM	
Jumping Hammer	↑ → / ← + P	26	M	Block Break

THROWS

MOVE NAME	COMMAND	DAMAGE	NOTES
Reverse Frankensteiner	→ + BL	35	
Alice Pressure	→ + BL	40	Facing opponent's back
Jackknife Heel Edge	→ + BL	18	Facing crouching opponent
Air Raid	→ + BL	30	Air throw; must face opponent
Leg Throw	↓ ↙ → + BL	20	2 hits/Turn opponent around

BEAST FORM CHAINS

NAME	COMMANDS
Low Rabbit Somersault Rush	↖ + B, B, B, ↓ ↑ + K
Blitz Punch Combo	B, B
Upper Rabbit Combo	B, B, B, → + B
Low Rabbit Combo	B, B, B, ↓ + B
Middle Rabbit Combo	B, B, B, ← + B
Low Rabbit Knee Rush	↓ + B, ↓ + B, B, B, B, B
Rabbit Ground Rush	↖ + B, B, B, B, B
Low Rabbit Ground Rush	↖ + B, B, B, B, ↓ + B
Low Rabbit Slider Rush	↓ + B, ↓ + B, B, ↓ + K, ↓ + P

ALICE

SPECIAL MOVES



SOMERSAULT

↓ ↑ + K



Use a Somersault to knock away opponents that are trying to jump in deep. It will not hit opponents jumping up or away, and is most accurate against opponents directly overhead.

RABBIT SPIRAL

↓ ↘ ↗ + P



The Rabbit Spiral strikes five times and is effective against jumping and grounded opponents. Because the damage is divided almost equally to each hit, use another attack if all five strikes aren't going to connect.

RABBIT SLIDE

↓ ↘ ↗ + K



Alice follows a hop back with a sliding kick. Depending on how far away from the opponent Alice starts this move, she may slide through and end up behind her opponent. Mix with ↓ + P and ↘ + P to keep opponents guessing which way to block.

SPRING SLAP

↓ ↖ ↗ + P

Alice's Block Attack is a Medium-striking forearm. Press the Block button to cancel the attack at any point up to the move making contact.



SOMERSAULT KICK

↓ ↖ ↗ + K

Due to a small shuffle-step before launching into the kick, the Somersault Kick has a little more range than one might expect. When it connects, it knocks opponents slightly into the air.



BLITZ RIVER THROW

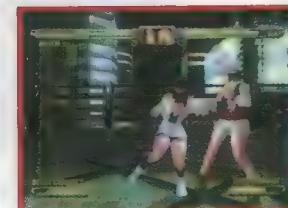
P, K, P, ↓ + K



This is an effective string of attacks that strikes at all levels. The first two attacks hit High, while the last two drop to Medium and Low, respectively. If the final kick connects, it trips opponents, allowing an opportunity to extend the attack.

SWAY KICK COMBINATION

← + P, K



There are two ways to modify the Sway Kick Combination. Use ↓ + K after the punch to strike Low. Keep in mind that it initiates slower and is less reliable as a follow-up. The other modified form of this move starts out with ↘ + P. Both the first strike and the follow-up kick hit Low.

THROUGH PUNCH UPPER

→ + P, P



The Through Punch Upper covers a bit of ground and can be used to get in close to opponents. Aside from that, it doesn't have any special characteristics that merit using it very often.

RABBIT STEP

← + P, P, P, ↓ + K



Although the move starts from a crouching position, only the final kick strikes Low.

LEG BEAT COMBINATION

← + K, K, K



Add ← + K after the last hit of the Leg Beat Combination to score an additional hit and kick the opponent away.

RABBIT STEP HAMMER

→ + P, P, P, ↑ + B



The Rabbit Step Hammer is a deceptive move because the first punch is actually a Medium strike out of her crouch. Opponents may crouch in response to Alice crouching, leaving them vulnerable to this special attack.

SQUAT COMBINATION

↓ + P, ↓ + K, ↓ + K



The opening punch can be blocked either Low or Medium, but the two kicks strike Low and stagger opponents long enough to follow up with another attack. In Hyper-Beast Form, the final kick knocks opponents entirely off of their feet.

TRIPLE SOMERSAULT

↓ ← ← + K, K, ← + B



Do not attempt this special move unless Alice is in Beast Form or there is enough Beast Gauge to change into Beast Form. If the first kick connects, then the second one will as well. The second one launches the opponent high enough to allow him or her to recover before the final flip occurs. In Hyper-Beast Form, most of the attacks are Block Breaks, but each kick puts the opponent high enough to recover.

RABBIT BLAST

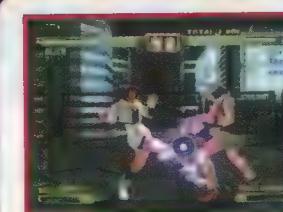
← + K, K, ← + B



Another move to attempt only when the Beast Gauge is filled, or when Alice is already in Beast Form. The final move is a sweep that staggers and requires a longer recovery time. Follow-up attacks must execute very quickly, but they are possible.

RABBIT FLIP CHAIN

← + K, K, ← + K



A variation of the Leg Beat Combination, this move ends with a back flip, which kicks Alice away from the opponent, instead of a front flip.

ALICE



RABBIT

In Hyper Beast Form, Alice gains the Consecutive Hit Effect and Power Legs.



BEASTORIZIZE BUTTON ATTACKS - HUMAN FORM

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Beast Pose	B	2	M	Gain Beast Energy/Blue Beast Gauge
Beastorize	B	6	M	Change to Beast
	B	38	M	Change to Beast/Dashing attack
	↑ + B	4	M	Change to Beast/Extended forward movement on dashing jump
	↓ ↘ → + B	20	M	Change to Beast/Launch
	↓ ↙ ← + B	25	M	Change to Beast/Fixed distance flip/Stagger

BEASTORIZIZE BUTTON ATTACKS - BEAST AND HYPER-BEAST FORMS

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Blitz Punch	B	16	H	
Reverse Drop Kick	B	17/29	M	Back to opponent/Stagger/Block Break & Launch in Hyper-Beast Form
Triple Somersault	B	38/66	M	Dashing Attack/Block Break
Raising Toe Kick	→ → + B	32/56	M	Stagger/Block Break & Launch in Hyper-Beast Form
Rabbit Straight	→ + B	18	H	Launches staggered opponent
Rabbit Kick	← + B	26/47	M	Block Break in Hyper-Beast Form
Rabbit Hammer	↑ + B	20	M	Hop through opponent/Bounce
Squat Blitz Punch	↓ + B	10	L	
Squat Turn Hammer	↓ + B	13	L	Back to opponent/Trip
Jackknife Drop	↓ + B	10	L	Opponent must be on ground
Hopping Kick	↓ ↓ + B	33/62	M	From duck position/Block Break/Knockback
Needle Kick	↖ + B	16/28	L	
Blast Leg	↗ + B	20/38	L	Trip/Block Break in Hyper-Beast Form
Air Cutter	↑ + B	16/30	M	Stagger/Block Break in Hyper-Beast Form
Stardust Kick	↑ → + B	33/57	M	Block Break in Hyper-Beast Form
Switch Moon Sault	↓ ↙ ← + B	25	M	Fixed distance flip, land facing opposite direction/Stagger
Rabbit Trap	↓ ↘ → + B	20/35	M	Block Break/Launch

NEW MOVES FOR BEAST MODE

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Rabbit Stamp	→ + BL	47		Land with back to opponent
Bunny Love	↓ ↘ → ↓ ↗ → + B	111/115	M	20 Hits
Lifting Star Lane	↓ ↙ ← ↓ ↘ → + B	102/110	M	7 Hits

SPECIAL MOVES

LOW RABBIT KNEE RUSH

↓ + B, ↓ + B, B, B, B



The Low Rabbit Knee Rush is useful against crouching opponents because the final hit staggers, allowing the opportunity to land more hits behind the initial string. Try using ↓ + B to start the chain from time to time—it has one less hit, but ends with a knockdown.

LOW RABBIT SLIDER RUSH

↓ + B, ↓ + B, ↓ + K, ↓ + P



To keep opponents guessing whether to block High or Low, mix the Low Rabbit Slider Rush with the Low Rabbit Knee Rush and Alice's standing chain (B, B, B, [any direction except Up] + B). Ending a standing chain with ↓ + B works best, as it strikes at all levels.

BEAST DRIVE

BUNNY LOVE

↓ ↗ ↘ ↓ ↗ ↘ + B



Bunny Love begins with a front flip and ends with a hip bump that knocks opponents a short distance away. Use this move to punish an opponent's missed Low attack, but keep in mind that Alice ends the move with her back to the opponent.

LIFTING STAR LANE

↓ ↗ ↘ ↓ ↗ ↘ + B



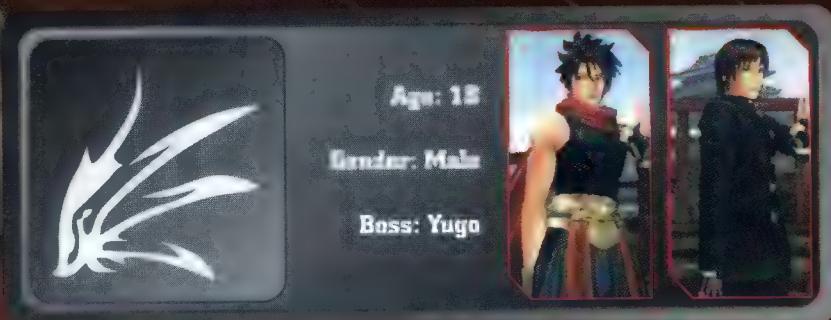
Alice remains grounded in the opening sequence to the Lifting Star Lane. The first strike, where Alice sways back and follows up with a ducking head swipe, must connect for this move to work. The move ends with a bicycle kick, and the final damage amount varies, depending on the proximity of a wall. The closer the wall, the more damage you'll inflict when Alice kicks the opponent into it.

ALICE

BAKURYU

THE MOLE

Bakuryu had been an assassin for TYRON. He was left maimed during a brain-washing experiment, but Yugo rescued him and adopted him. Unfortunately, the remnants of TYRON abducted and re-brainwashed Bakuryu. He returned to his role of assassin and fought against Yugo. During these fights, his real memory returned and he decided to live as a human and fight against his dark past alongside Yugo. He also bears the mark.



STANDING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Flowing Attack	K	12	H	
Back Drop Kick	K	13	H	Back to opponent/Stagger
Shaky Sky Kick	K	24	H	Dashing Attack/Knockback
Explosive Kick	→ → K	12	M	Stagger
Rising Attack	K	20	M	
Half Moon Drop	→ + K	17	M	Bounce
Shadow Knife Kick	← + K	17	M	Sidestep into screen/Stagger
Rolling Kick	↑ + K	17	M	Stagger
Chasing Kick	↓ + K	5	ML	Opponent must be on ground
Heavenly Lightning	↓ ↑ + K	20	M	
Smoke Bomb	↓ ↘ → + K	N/A	N/A	Teleport behind opponent
Smoke Spiral Kick	↓ ↘ ← + K	27	M	Teleport in place
Knife Punch	P	8	H	
Crashing Eyes	P	10	H	Back to opponent
Ground Sweeping Sword	P	18	L	Dashing Attack/Trip
Double Destruction	→ → P	20	M	Knockback
Flowing Knife Horizontal	→ + P	12	H	
Flowing Knife Vertical	← + P	18	M	
Flying Line Drop	→ ← P	18	M	Block Attack/Counter/Bounce
Reverse Punch	↑ + P	N/A	N/A	Front flip with half twist
Merciless Stab	↓ + P	6	ML	Opponent must be on ground
Heavenly Line Drop	↓ ↑ + P	33	M	Flip over opponent into suplex
Snow Light Line Drop	↓ ↘ → + P	34	H	2 Hits/Air throw
Air Current Attack	↓ ↘ ← + P	20	M	Block Attack/4 hits/2 hits and 14 damage to opponent's back

CHAINS

NAME	COMMANDS
Flowing Attack Chains	K (to Group A)
Knife Punch Chains	P, K (to Group A)
(Also work with Crashing Eyes)	P, P, P
	P, P, P, P
	P, P, P, ↓ + K
	P, P, P, ↓ + K, P
	P, P, P, ↑ + P
	P, P, P, ↗ + P
	P, P, P, ↗ + P, P
	P, P, P, ↗ + P, K
	P, P, P, P, B
	P, P, K
	P, P, K, ↓ + K
	P, P, ← + K
	P, P, ↓ + K
	P, P, ↓ + K, P
	P, K, K

CHAINS (CONTINUED)

NAME	COMMANDS
Spiral Shadow Blade	P, P, P, P, → + P
Sword Drop Blade Kick	P, P, K, K
Fang Drop Hammer	P, K, K, → + K, ← + K
Moon Shadow	↑ + P
Poisonous Claw Spiral Shadow Blade	P, P, P, P, B, B, B
Flowing Line Scratch	← + P, ↗ + B
Flowing Shadow Destruction	↖ + P, P
Flowing Shadow Circular Kick	↖ + P, K
Flowing Shadow Circular Throw	↖ + P, B
Shin Shot Chains	↖ + K, K
	↖ + K, ↗, K
	↖ + K, → + K
Double Gale Kick	→ → K, K
Smoke Spiral Gale Kick	→ → K, K, ↓ ↖ ← + K
Gale Crescent Moon Drop	→ → K, K, K
Lightning	↓↓ K, K

BEAST FORM CHAINS

NAME	COMMANDS
Poisonous Claw Slash	B, B, B
Poisonous Claw Chains	B, B, ↓ + K
	B, B, ↓ + B
	B, ↓ + B
Poisonous Claw EX Chains	→ + B, ↓ + B
	→ + B, B, ↓ + B
	→ + B, B, A
	→ + B, B, B, B
	→ + B, B, B, B, ↗ + P
	→ + B, B, B, B, ↗ + P, K
	→ + B, B, B, B, ↗ + P
	→ + B, B, B, B, ↗ + P, K
	→ + B, B, B, B, ↗ + P, K, ↓ ↖ → + B
	→ + B
Poisonous Claw Machine Gun	→ + B, B, B, B, B
Dancing Lunge	→ + B, B, B, B, ↗ + P, ↓ ↖ → + B
Poisonous Flowing Line Kick Chains	→ + B, K
	→ + B, K, K (to Group A)

CRUCHING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Low Stabbing Kick	↓ + K	8	L	
Bakuryu Step	↓ + K	9	L	Back to opponent/Trip
Bakuryu Kick	↓ + K	17	M	From duck position
Shin Shot	↖ + K	9	L	
Shadow Remover	↗ + K	12	L	Stagger
Flowing Line	↓ + P	6	L	
Rolling Knife	↓ + P	6	ML	Back to opponent
Shadow Bound	↓↓ P	4	L	From duck position/ holds opponent
Flowing Shadow	↖ + P	18	M	
Katana Punch	↗ + P	13	L	End facing opposite direction

JUMPING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Somersault Kick	↑ K	9	HM	
Flying Dragon	↑ → + K	22	M	Block Break/Knockback
Flying Dragon	↑ ← + K	22	M	Block Break/Knockback
Flying Knife	↑ P	8	HM	
Flying Dragon Sword	↑ → / ← + P	26	M	Block Break/Bounce

THROWS

MOVE NAME	COMMAND	DAMAGE	NOTES
Head Spinning	→ + BL	38	
Reversal Line Drop	→ + BL	33	Face opponent's back
Tearing Shadow	→ + BL	N/A	Facing crouching opponent
Line Drop	→ + BL	27	Air throw; must face opponent
Super Snow Light Line Drop	↓ ↖ → + BL	37	Knock opponent across ring

BAKURU

SPECIAL MOVES

FLYING LINE DROP

The Flying Line Drop doubles as both a Block Attack and a Counter. With the delay between starting the move and it landing, it is possible for an opponent to block this attack.



SHADOW BOUND

This move steps back from the ducked position and calls lighting from the ground to grab and hold opponents. Quickly follow up, or the opponent will fall to the ground before you can land another move.



SNOW LIGHT LINE DROP

This is an excellent move to use against opponents trying to jump in and attack. If the throw doesn't connect, Bakuryu will at least stagger the opponent, allowing him to land safely.



SMOKE BOMB



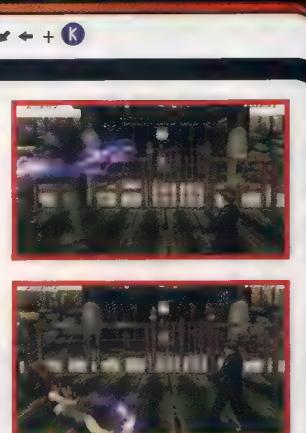
Smoke Bomb is a tool for positioning and for escaping from being trapped against a wall. Mix it up with the Smoke Spiral Kick to keep opponents guessing whether Bakuryu is moving or attacking.

LIGHTNING



Use Lightning against an opponent that quickly tries to strike behind blocked attacks. The delay between the Bakuryu Kick (first kick) and Lightning is enough that Lightning is easily blocked, even if the Bakuryu Kick lands. Save Lightning for aggressive opponents, and mix it in to keep them guessing.

SMOKE SPIRAL KICK



There are three ways to perform the Smoke Spiral Kick. The first is to input the commands as given, which results in a spinning, airborne kick (top-left screenshot). Input the move and hold **P** immediately afterward to cancel the kick and spin to the ground (top-right screenshot). Holding **↓** after executing the initial command leads to a delayed kick, which doesn't come out until Bakuryu is on the ground (bottom two screenshots).

SPIRAL SHADOW BLADE

P, P, P, P, → + P



This is a rapid string of punches, ending with a wild uppercut that spins Bakuryu around. If the uppercut lands, it does stagger the opponent, but Bakuryu has a hard time recovering from the spin to take advantage.

FLYING SHADOW CIRCULAR KICK

← + P, K



The ← + P command links into P, K, and B, but only K is a clean combo. It is more useful when you're close to walls because the kick's recoil is reduced, which facilitates easier follow-up attacks.

GALE CRESCENT MOON DROP

→ → K, K, K



Start this in close, as you must execute the first K immediately after the → → command. The second hit is the toughest one to score, so practice to get a feel for the proper range. It's also possible to add ↓ + K, K at the end of the move for two more hits, but the timing is tricky.

SWORD DROP BLADE KICK

P, P, K, K



The first three hits do combo, but it's the second kick that knocks opponents back if it strikes. This isn't a particularly deceptive chain because it remains High, except for the final kick, which strikes Medium.

FANG DROP HAMMER MOON SHADOW

P, K, K, → + K, ← + K, ↑ + P



Use ↑ + P only if the chain is blocked at some point. If you use it after the ← + K strikes, it puts Bakuryu right next to his opponent with his back open!

RISING SCRAPE UP

↓ ← ← + B



Use this move to either change to Beast Form, or while you're in Beast Form to launch opponents. Just make sure there is enough Beast Change energy available to make the switch.

POISONOUS CLAW SPIRAL SHADOW BLADE

P, P, P, P, B, B, B



Just as with the Rising Scrape Up, use this move either when you're in Beast Form, or have enough Beast Change energy to make the switch before you attempt it. Use ↓ with the final B to slide away after the hit.

BAKURYU

модерн

In Hyper-Beast Form, Bakuryu gains Nezuri A and Any Cancel A abilities.



BEASTORIZE BUTTON ATTACKS - HUMAN FORM

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Beast Pose		2	M	Gain Beast Energy/Blue Beast Gauge
Beastorize		5	M	Change to Beast
		32	M	Dashing Attack/Change to Beast
		4	M	Change to Beast
		44	M	Change to Beast/3 Hits
		29	M	Change to Beast/Launches

BEASTORIZE BUTTON ATTACKS - BEAST AND HYPER-BEAST FORMS

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Poisonous Claw	Ⓐ	13	H	
Hara-saki	Ⓑ	18	M	Back to opponent
Double Poisonous Tornado	Ⓑ	32	M	Dashing Attack/Block Break/Knockback
Double Poisonous Claw	→ → Ⓐ	28	M	Block Break/Knockback
Poisonous Claw EX	→ + Ⓐ	12	M	
Shadow Attack	← + Ⓐ	23	M	Block Break/Bounce
Super Poisonous Claw	↑ + Ⓐ	20	M	Bounce
Low Poisonous Claw Slash	↓ + Ⓐ	8	L	
Tearing Shadow	↓ + Ⓐ	N/A	N/A	Back to opponent/Dash away
Mukuro-saki	↓ + Ⓐ	8	ML	Opponent must be on ground
Dragon Sword	↓ ↓ Ⓐ	16	L	From duck position/Launches
Ground Sweeping Shot	↖ + Ⓐ	16	L	Trip
Running Through	↖ + Ⓐ	21	M	Stagger
Somersault Sword	↑ Ⓐ	13	M	Stagger
Air Collision Attack	↑ ← / → + Ⓐ	29	M	Stagger/If timed correctly, does 35 damage and turns opponent around
Bakuryu Heading	↓ ↖ → + Ⓐ	44	M	3 Hits
Rising Scrape Up	↓ ↖ ← + Ⓐ	29	M	Launches

NEW MOVES FOR BEAST MODE

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Deadly Tornado Throw	→ + 	33		10 Hits
Double Inferno	↓↘←↓↙→ + 	101/98	M	52 Hits
Magic Spear	↓↙←↓↖← + 	90/95	L	8 Hits

SPECIAL MOVE

DRAGON SWORD

Dragon Sword launches opponents into the air, but it has too much recovery time for a successful follow-up attack. It is also possible to execute this attack by pressing **B** after **← + P**.



POISONOUS CLAW MACHINE GUN

→ + **B, B, B, B, B**



This is a flurry of claw attacks, ending with an upward swipe that launches opponents. It's very difficult to get this chain to land effectively because only the two middle **B** attacks combo.

DANCING LUNGE

→ + **B, B, B, B, ← + P, ↓ ← → + B**

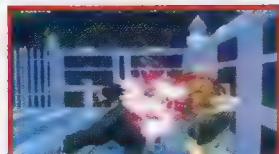


This is a long string of Medium attacks that ends with the opponent at the end of Bakuryu's claws. It's also possible to end this chain with a **K** back flip to stagger opponents.

BEAST DRIVE

DOUBLE INFERNO

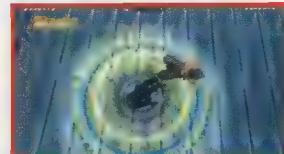
↓ ← → ↓ ← → + **B**



The Double Inferno begins with a forward dash, leads to Bakuryu circling his opponent in flames, and ends with two crossing dashes that leave the opponent face-first on the ground. Bakuryu ends the move with his back to the opponent, so quickly turn around.

MAGIC SPEAR

↓ ← → ↓ ← → + **B**



Although it does less damage than Double Inferno, Magic Spear has an advantage in that it moves underground and pops up under an opponent, striking Low. Just as with Double Inferno, Bakuryu ends the move with his back to the opponent, so quickly turn around.

BAKURYU

BUSUZIMA

THE CHAMELEON

Busuzima was a scientist working to make immortal creatures. He had been doing cruel experiments on human bodies to create the ultimate beast, but righteous beast fighters destroyed his dream. When the mark appeared on him one day, his disappointing situation took a favorable turn. He started to search for the origin of the mark in order to be an unequaled man.

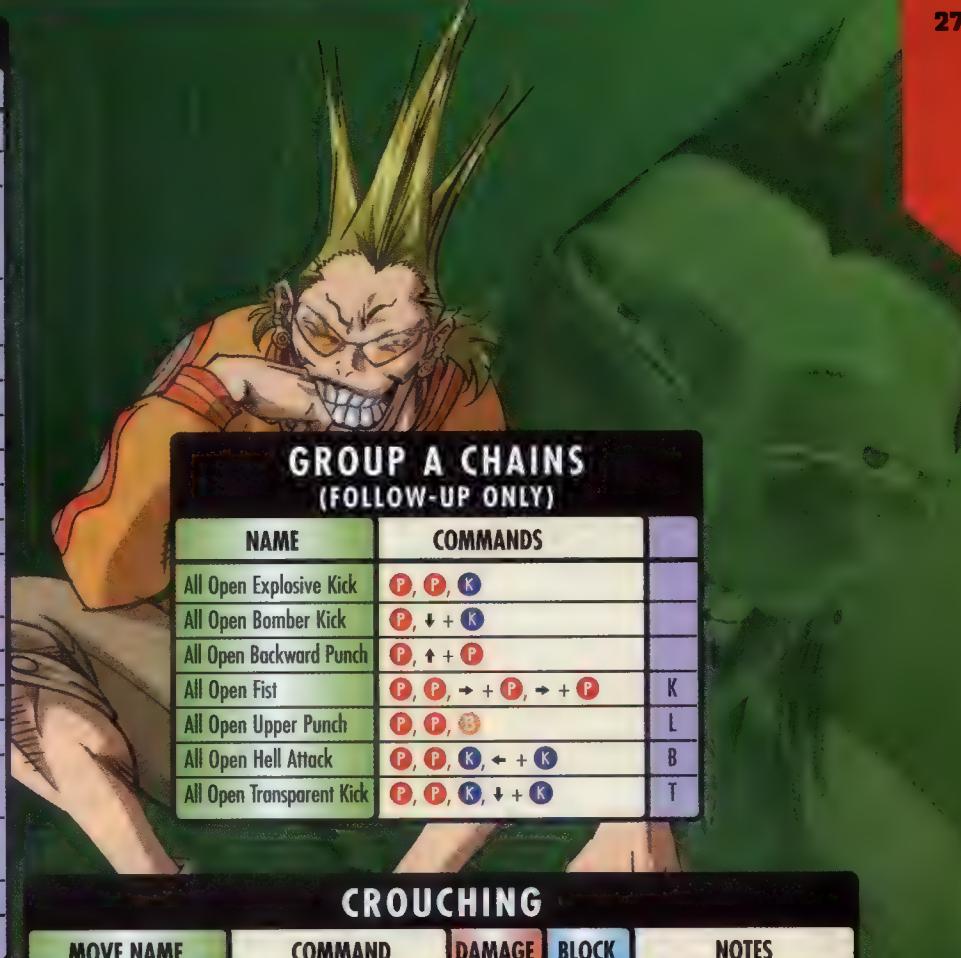


STANDING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Swift Knee Attack	K	9	M	
Busuzima Trifling	K	N/A	N/A	Back to opponent; Sidestep
Busuzima Boomerang	K	22	H	Dashing Attack/ 3 Hits/ Block Break/Knockback
Stepping Kick	→ → K	9	L	Trip
Rising Attack	K	20	M	
Punt Kick	→ + K	12	H	
Hell Attack	← + K	28	M	Block Break
Kamikaze Kick	↑ + K	31	M	Block Break
Brutal Step	↓ + K	6	L	Opponent must be on ground
I Am Busuzima	↓ ↑ + K	4	M	Face opposite direction
Busuzima Serious	↓ ↘ → + K	N/A	N/A	New attack stance
Busuzima Exercise	↓ ↙ ← + K	4	M	Follow ups
All Open Chop	P	13	M	
Ultra Punch	P	12	M	Back to opponent
Busuzima Tackle	P	30	M	Dashing Attack/Block Break
Hammer Punch	→ → P	22	M	Block Break/Bounce
Straight Punch	→ + P	14	M	
Neck Folding Punch	← + P	27	M	Block Break/Knockback
Delinquent's Revenge	← → + P	35	N/A	Counter High and Medium Dashing Attacks
Backward Punch	↑ + P	N/A	N/A	Hop in place and spin around
Brutal Knock	↓ + P	4	L	Opponent must be on ground
Running Chop	↓ ↘ → + P	8	M	Stagger
Busuzima Home Run	↓ ↙ ← + P	20	M	Block Attack/Knockback

CHAINS

NAME	COMMANDS	
Powerful Chop	P (to Group A)	
Powerful Knee Attack	P, K, P (to Group A)	
Swift Knee Attack	K, P (to Group A) P, K, ↓ + K (to Group A) K, ↓ + K (to Group A)	
Powerful Exterminating Knuckle	P, K, B	B
Silly Knock	Ultra Punch, P	
All Open Explosive Kick	Ultra Punch, P, K	
All Open Fist	Ultra Punch, P, → + P, → + P	K
All Open Transport Upper	Ultra Punch, P, B	L
All Open Hell Attack	Ultra Punch, P, K, ← + K	B
All Open Transparent Kick	Ultra Punch, P, K, ↓ + K	T
Busuzima Punch Combination	→ + P, → + P, → + P → + P, → + P, → + P	K
Busuzima Kick Combination	→ + P (up to 4 times), K	K
Back Attack	↖ + P, ↖ + P, ← + P	
Back Blow Attack	↖ + P, ↖ + P, → + P	
Chopping	K, ↓ + K, P, P	
Swift Exterminating Knuckle	K, B	B
Hooligan Fake Kick Punch	→ + K, → + K, → + P → + P, → + P	K
Hooligan Fake Kick Spin	→ + K, → + K, ↑ + P	
Hooligan Fake Kick Swipe	→ + K, → + K, ↓ + B	



GROUP A CHAINS (FOLLOW-UP ONLY)

NAME	COMMANDS
All Open Explosive Kick	P, P, K
All Open Bomber Kick	P, ↓ + K
All Open Backward Punch	P, ↑ + P
All Open Fist	P, P, → + P, → + P
All Open Upper Punch	P, P, B
All Open Hell Attack	P, P, K, ← + K
All Open Transparent Kick	P, P, K, ↓ + K

CRUCHING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Peevish Destroy	↓ + K	12	L	
Busuzima Bomb	↓ + K	25	M	Back to opponent/Knockback
Rolling Kick	↓ ↓ K	13	L	From duck position
Sliding Kick	↖ + K	14	L	Trip
Sushi Kick	↖ + K	12	L	End facing opposite direction
Peevish Punch	↓ + P	9	L	
Ultra Hips	↓ + P	9	L	Back to opponent
Bamboo Upper	↓ ↓ P	17	M	From duck position/Stagger
Burning Knuckle	↖ + P	9	M	
Waist Folding Punch	↖ + P	14	L	

JUMPING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Jump Kick	↑ K	9	HM	
Jump Double Kick	↑ → + K	22	M	Block Break/Knockback
Jump Double Kick	↑ ← + K	22	M	Block Break/Knockback
Jump Fist	↑ P	8	HM	
Jump Hammer Pound	↑ → / ← + P	26	M	Block Break/Bounce

THROWS

MOVE NAME	COMMAND	DAMAGE	NOTES
Deadly Throw	→ + BL	35	
Busuzima Throw	→ + BL	44	Face opponent's back
Butt Throw	→ + BL	40	Facing crouching opponent
Soul of the Delinquent	↓ ↖ → + BL	35	

BUSUZIMA



SPECIAL MOVES

BUSUZIMA SERIOUS

↓ ↗ → + K

Busuzima Serious is actually a change in stance that accesses a new set of commands. The commands are:



NAME	COMMAND	NOTE
Serious Punch	P P P	
Serious Chameleon Punch	Ⓐ	Change to Beast Form
Serious Kick	K, K	Either one or two kicks
Serious Block	↓ + Ⓜ	Change to Beast Form
Teasing	↓	Increase Beast Gauge
Backward	←	
Forward	→	
Guard	↑	End Busuzima Serious

CHOPPING

K, ↓ + K, P, P



Use the delay between the kicks to set up opponents for the attacks that follow. Keep in mind that Group A chains are also available after K, ↓ + K.

ALL OPEN TRANSPARENT KICK

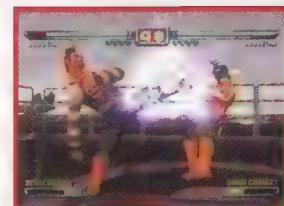
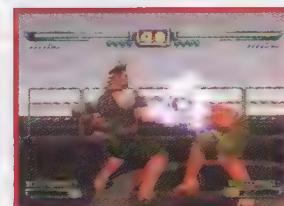
P, P, P, K, ↓ + K



An extended variation of the Group A chains, All Open Transparent Kick ends with a Low attack after a string of Mediums.

BUSUZIMA KICK

→ + P, K



It is possible to use up to four → + P before hitting the kick to finish the chain, which always results in a knockback. Mix in B-S-U-Z-I-M-A Punch (two more → + P) to change the final strike from High to Medium.

BACK ATTACK

→ + P, ← + P, ← + P



Back Blow Attack (→ + P in the final spot) executes quicker than Back Attack, but Back Attack inflicts more damage. Also, Back Blow Attack ends with a High attack, where all of Back Attack hits Medium.

Hooligan Fake Kick Combination

→ + K, → + K, → + P



While the final move of Hooligan Fake Kick Combination is a swiveling feint, it's possible to either switch the P with a B, or tack on two more → + P to execute delayed attacks.

ALL OPEN UPPER PUNCH

P, P, P, B



All Open Upper Punch is a chain of Medium strikes ending in a Block Break change to Beast Form that launches opponents. Don't use the B against an opponent adept at blocking because there is a noticeable recovery time after the uppercut.

DOKUJIMA EXERCISE

↓ ← ← + K, K, K, K, K, K



Once this follow-up to Busuzima Exercise gets started, don't stop pressing K until the opponent is knocked up into the air! To maximize the number of hits, try catching an opponent just off the ground.

BUSUZIMA PUNCH COMBINATION

→ + P, → + P, → + P, → + P,
→ + P, → + P

All of the attacks in this chain strike Medium, and the final punch is a Block Break. After any of the first four punches, you can change up with K for the Busuzima Kick Combination. Because it strikes High, avoid using it against an opponent that crouches down.

ALL OPEN HELL ATTACK

P, K, P, P, P, K, ← + K



It's possible to end on the K, but the ← + K tacks on a nasty Block Break kick after a short delay.

BUSUZIMA



CHAMELEON

In Hyper-Beast Form, Busuzima gains the Any Cancel B and Invisible Effect abilities.



BEASTORIZE BUTTON ATTACKS - HUMAN FORM

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Beast Pose	B	2	M	Gain Beast Energy/Blue Beast Gauge
Beastorize	B	6	M	Change to Beast
	B	N/A	N/A	Dashing Attack/Change to Beast/Back flip
	↑ B	4	M	Change to Beast
	↓ ↘ → + B	13	M	Change to Beast/Briefly invisible
	↓ ↙ ← + B	N/A	N/A	Change to Beast/Briefly invisible

BEASTORIZE BUTTON ATTACKS - BEAST AND HYPER-BEAST FORMS

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Nailing Punch	B	20	M	
Backward Kick	B	26	M	Back to opponent/Knockback
Super Somersault	B	N/A	N/A	Dashing Attack/Back flip
Ultra Somersault	→ → B	N/A	N/A	Back flip
Face Attack	→ + B	26	M	
Tongue Lash	→ ← + B	30	M	3 Hits/Block Break
Crazy Arm Stretch	← + B	13	M	
Busuzima Head Butt	← → + B	38	M	Block Break/Bounce
Deadly Knuckle	↓ + B	22	M	Block Break/Bounce
Back Sliding Kick	↓ + B	20	L	Back to opponent/Trip
Heaven Elastic Upper Punch	↑ + B	20	H	
Face Drop	↓ + B	17	L	Opponent must be on ground
Flap Heading	↓ ↓ B	24	M	From duck position/Launch
Tail Somersault	↓ ↑ + B	20	M	Bounce
Nose Upper	↖ + B	16	M	Stagger
Face Slider	↖ + B	20	L	
Jump High Kick	↑ B	16	M	Stagger
Belly Sliding	↑ ← → + B	38	M	Block Break/Bounce
Invisible	↓ ↙ ← + B	N/A	N/A	Turn invisible
Invisible Attack	↓ ↘ → + B	13	M	Briefly invisible

NEW MOVES FOR BEAST FORM

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Invisible Throw	→ + BL	35		End with back to opponent
Tongue Throw	↓ ↙ ← + BL	N/A		
Ultimate Die Through	↓ ↘ → ↓ ↗ ← + B	111	M	5 Hits
Busuzima Mandala	↓ ↙ ← ↓ ↗ ← + B	77	M	5 Hits

SPECIAL MOVES

BUSUZIMA HEAD BUTT

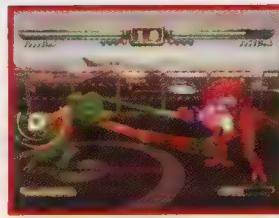
← → + B



Busuzima Head Butt has one of the longest ranges in the game, and it's a great move to use against opponents that are a few steps away. The timing of the yellow circle that precedes a Block Break may cause a jumpy opponent to move directly into the path of this attack.

GRAND ELASTIC PUNCH

← + B, ← + B, ← + B, ← + B



Another ranged attack that gives Busuzima a great advantage over other characters in the game. The fourth hit launches opponents high into the air.

HEAVEN ELASTIC UPPER PUNCH

↑ + B, ↑ + B, ↑ + B, ↑ + B



Use Heaven Elastic Upper Punch to punish opponents who try to jump away from Busuzima. You can also use it against opponents that are trying to jump in.

SUPER TONGUE LASH

→ ← + B, ↓ ← + B



The first part of this move stands alone as the Tongue Lash. Input the second part to keep Busuzima's tongue extended for an additional string of hits.

BEAST DRIVE

ULTIMATE DIE THROUGH

↓ ← → ↓ ← → + B



Ultimate Die Through begins with Busuzima swallowing the opponent's torso, and using that to launch him or her high into the air. A few tongue smashes and a toss away end this Beast Drive.

BUSUZIMA MANADALA

↓ ← ← ↓ ← ← + B



Perfectly suited to Busuzima's sneaky nature, Busuzima Mandala begins with an invisible move behind the opponent, who must turn quickly in order to avoid being caught in this Beast Drive. If you start this move too far away, Busuzima attacks from the front, making it easier to counter.

BUSUZIMA



GADO THE LION

Knowing that people are frightened of the beast-men's extreme fighting strength, Gado works to reconcile the misunderstandings between humans and beast-men as the United Nations high commissioner. Gado himself has a sign of the mark. Now he has flung off his fame and position to enter the battlefield in the name of this cause.



STANDING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Rising Barrel Kick	(K)	12	H	
Reverse Kick	(K)	20	H	Back to opponent/Stagger
Mine Slider	(K)	24	L	Dashing Attack/Trip
Knee Drive	→ → (K)	22	M	Block Break/Launch
Rising Attack	(K)	15	M	
Needle Kick	→ + (K)	13	M	
Spinning Kick	→ ← + (K)	28	H	Knockback
Air Cannon	↑ + (K)	31	M	Block Break/Knockback
Extra Hammer Kick	↓ + (K)	8	L	Opponent must be on ground
Rage Cutter	↓ ↘ → + (K)	25	M	2 Hits in close/Stagger
Dangerous Spin	↓ ↙ ← + (K)	21	HM	Block Attack
Jab	(P)	9	H	
Turn Knuckle	(P)	12	H	Back to opponent
Streak Fire	(P)	24	M	Dashing Attack/Knockback
Diving Cannon	→ → (P)	21	H	Block Break/Bounce
Tomahawk Shot	→ + (P)	13	M	
Turning Elbow	→ ← + (P)	21	H	
Absolute Fire	→ ← → + (P)	21	M	Running tackle
Drop Shot	↑ + (P)	27	M	Block Break/Bounce
Pressure Bomb	↓ + (P)	6	M	Opponent must be on ground
Talk to the Fist	↓ ↑ + (P)	24	H	Block Break/Knockback
Heat Capture	↓ ↘ → + (P)	37	M	4 Hits
Assault Blow	↓ ↙ ← + (P)	Varies	M	Hold (P) to charge for more damage/Block Break/Knockback

CHAINS

NAME	COMMANDS	
Twin Tomahawk	→ + P, P (to Group A)	
Spinning Attack	← + P, P (to Group A)	B
Rising Barrel Kick	K, → + P, P (to Group A)	B
Spinning Scratch	← + P, P, B (to Group A)	B
Trooper Comb	K, K (to Group A)	
Shotgun Combination Fire	P, P, → + P	K
Shotgun Combination Drive	P, P, → + K	L
Shotgun Blind Scratch	P, P, ↓ + B	
Tomahawk Buster	→ + P, P, P	B
Tomahawk Drive	→ + P, K	S
Double Scratch	← + P, P, B, B	K
Shell Smash	↘ + P, P	B
Shell Slasher	↘ + P, ↓ + K	T
Destroy Scratch Shell	↘ + P, → + B, B	B
Blind Scratch Shell	↘ + P, → + B, ↓ + B	
Site Break	↓ ↓ P, P	S
Trooper Comb	K, K, K	K
Pressure of Tyrant	↓ ← + K, → + P, ↓ → + P, ↓ ← + P	K



CROUCHING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Mine Spreader	↓ + K	16	L	
Low Reverse Kick	↓ + K	14	L	Back to opponent/Trip
Vertical Barrel Kick	↓ ↓ K	17	M	From duck position/Slagger
Intense Shoot	↘ + K	24	M	
Heating Wheel	↗ + K	20	L	Trip
Squat Jab	↓ + P	9	ML	
Squat Turn Knuckle	↓ + P	12	ML	Back to opponent
Rising Shot	↓ ↓ P	12	M	From duck position
Shell Shot	↘ + P	16	M	
Bush Cannon	↗ + P	14	ML	

GROUP A CHAINS

NAME	COMMANDS	
Skycruncher Strike	→ + K, K, K	B
Sliding Launcher Strike	→ + K, → + K, K	B
Ground Launcher Strike	→ + K, ↓ + K, K	B
Feinting Skycruncher	→ + K, K, P	
Feinting Solid Launcher	→ + K, → + K, P	
Feinting Ground Launcher	→ + K, ↓ + K, P	

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Jumping Kick	↑ K	9	MH	
Missile Kick	↑ → + K	22	M	Block Break/Knockback
Missile Kick	↑ → ← + K	24	M	Block Break/Knockback
Jumping Knuckle	↑ P	8	HM	
Jumping Hammer	↑ → / → ← + P	26	M	Block Break/Bounce

BEAST FORM CHAINS

NAME	COMMANDS	
Triple Scratch	○, ○, ○	K
Triple Low Scratch	○, ○, ↓ + ○	T
Trapping Nail	○, ↓ + ○	T
Destroy Scratch	→ + ○, ○	B
Blind Scratch	→ + ○, ↓ + ○	
Bloody Rage	↑ + ○, ↓ ↘ → + ○	

THROWS

MOVE NAME	COMMAND	DAMAGE	NOTES
Upper Shaking Bomb	→ + BL	35	
Surprise Crash	→ + BL	26	Face opponent's back
Shaking Bomb	→ + BL	38	Facing crouching opponent
Club Knockdown	↓ ↘ → + BL	46	Knockback

GADGET



SPECIAL MOVES

TALK TO THE FIST

↓ ↑ + P

If you need breathing space, Talk to the Fist is an excellent way to create it. This is also an excellent attack if you want to end a round with a ring out victory.



ABSOLUTE FIRE

→ ← → + P

Absolute Fire is a dashing tackle that ends with Gado swapping positions with opponents (from left to right, or vice versa). If you're backed into a corner, use Absolute Fire to reverse the situation.



SHOTGUN COMBINATION DRIVE

P, P, → + K



Shotgun Combination Drive consists of two quick jabs followed by a Block Breaking knee. Use Shotgun Combination Drive to launch opponents, or switch to Shotgun Combination Fire for a knockback.

TOMAHAWK BUSTER

→ + P, P, P



Alternate between Tomahawk Buster and Tomahawk Drive, using the more damaging Buster when you're not close to a wall. Tomahawk Buster bounces opponents, but pushes Gado too far away to take advantage of it. Tomahawk Drive's ending stagger allows for follow-up attacks, which are easier when you're closer to walls.

SHELL SLASH

↘ + P, ↓ + K



The opening punch of Shell Slash is deceptive; it is a crouching attack that strikes Medium on opponents. The follow-up kick trips opponents, but Gado's lack of speed makes follow-ups difficult.

TROOPER COMB

K, K, K



Trooper Comb inflicts some impressive damage, but none of the kicks actually combo. Save Trooper Comb for Hyper-Beast mode, where all three kicks are Block Breaks, with the final kick sending opponents flying across the screen.

SKYCRUNCHER STRIKE

→ + K, K, K



The Group A Chains are divided into the Strikes (moves ending with K) and Feints (ending with P). Within each set, the moves begin and end similarly, but the second attack's location changes, depending on the direction you press with K. The Strikes bounce opponents, while the Feints should be used to set up other attacks.

SPINNING STRIKE

→ ← + P, P



While Spinning Strike deals some impressive damage, it tends to push opponents too far away for follow-up attacks. Use it against crouching opponents who may consider themselves safe after the High-striking first punch misses—they'll end up eating the second punch.

HIGH COMMAND EDGE COMBINATION

K, K, → + K, K, K



High Command Edge Combination is a string of kicks that looks impressive, but only the third and fourth kicks combo. Use this chain as a pressuring tool, but mix up the Group A chain you use to follow the initial two kicks.

HEAT BLAST DOUBLE CLAW

K, → ← + P, P, B, B



The opening kick is optional in this chain. It's amusing to note that the first B in this chain actually misses, but the second B combos with the punches and knocks opponents back.

HEAT CAPTURE

↓ ← → + P



There are three ways to end Heat Capture. Press nothing to throw the opponent face first to the ground. Press K to launch opponents into the air, or press ↓ + K for a trip. Using either kick attack leads to more damage than Heat Capture alone.

HEAT BLAST SKYCRUNCHER STRIKE

K, → ← + P, P, B, → + K, K, K



As with Heat Blast Double Claw, the opening kick is optional, and it's possible to switch out the final three kicks with any of the Group A chains.

PRESSURE OF TYRANT

↓ ← → + K, → ← → + P, ↓ ← → + P
↓ ← → + P

This is a devastating chain of attacks, starting with a Block Attack and ending with three consecutive Block Breaks and a knockback. If all attacks connect, Pressure of Tyrant deals more than half a life bar's worth of damage!

GADOL



LION

In Hyper-Beast Form, Gado gains the All Block Break and Any Cancel A abilities.



BEASTORIZE BUTTON ATTACKS - HUMAN FORM

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Beast Pose				Gain Beast Energy/Blue Beast Gauge
Beastorize		6	M	Change to Beast
		49	M	Dashing Attack/Change to Beast/Block Break
		4	M	Change to Beast
		58	M	Change to Beast/4 Hits
		45	M	Change to Beast/Launches

BEASTORIZE BUTTON ATTACKS - BEAST AND HYPER-BEAST FORMS

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Nail Scratch	Ⓐ	20	M	
Back Drop Kick	Ⓑ	35	M	Back to opponent/Knockback
Brutal Raid	Ⓐ	49	M	Dashing Attack/Block Break/Knockback
Dinohead	→ → Ⓛ	25	M	Stagger
Nail Sphere	→ + Ⓛ	24	M	Block Break
Vanishing Scratch	→ ← + Ⓛ	47	M	Block Break/Knockback
Nail Sweeping	↓ + Ⓛ	20	L	
Squat Turn Sweep	↓ + Ⓛ	30	ML	Back to opponent/Trip
Diving Twin Scratch	↑ + Ⓛ	22	ML	
Killer Scratch	↓ + Ⓛ	10	L	Opponent must be on ground
Ground Scratch	↓ ↓ Ⓛ	32	L	From duck position/Trip
Low Twin Scratch	↖ + Ⓛ	22	L	Block Break
Squat Back Turn Scratch	↖ + Ⓛ	21	L	Trip/End facing opposite direction
Shaving Kick	↑ Ⓛ	16	M	Stagger in Beast Form/Launch in Hyper-Beast Form
Rolling Cutter	↑ ← / → + Ⓛ	35	M	Bounce
Rising Laser	↓ ↖ ← + Ⓛ	41	M	Launch
Demolition Fang	↓ ↖ → + Ⓛ	58	M	5 Hits/Block Break

NEW MOVES FOR BEAST MODE

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Fang Throw	→ + 	50		5 Hits
G-Bomber	↓↘←↓↙→ + 	90/103	M	45 Hits
G-Cannon	↓↙←↓↘→ + 	110/122	M	2 Hits

SPECIAL MOVES

37

TRIPLE SCRATCH

B, B, B



As is the case with many of Gado's chains, none of these attacks combo, but they deal impressive damage. The final swipe is a Block Break and knocks opponents back.

DESTROY SCRATCH

→ + B, B



Destroy Scratch is a pair of Block Break attacks ending with a bouncing opponent. Use Destroy Scratch to set up G-Cannon for a monstrous amount of damage.

BLOODY RIDGE

↑ + B, ↓ + B



Surprisingly, the two attacks in Bloody Ridge do combo. Practice the commands for this chain until they are automatic. Because Demolition Fang is a Block Break attack, it will often connect even if the first attack gets blocked.

BEAST DRIVE

G-BOMBER

↓ ↘ → ↓ ↗ → + B



This move's range is literally the length of Gado's arm, so make sure he's right on top of the intended target before you attempt it. Trying to block or evade G-Bomber is a waste of time; the only defense is to be outside its range.

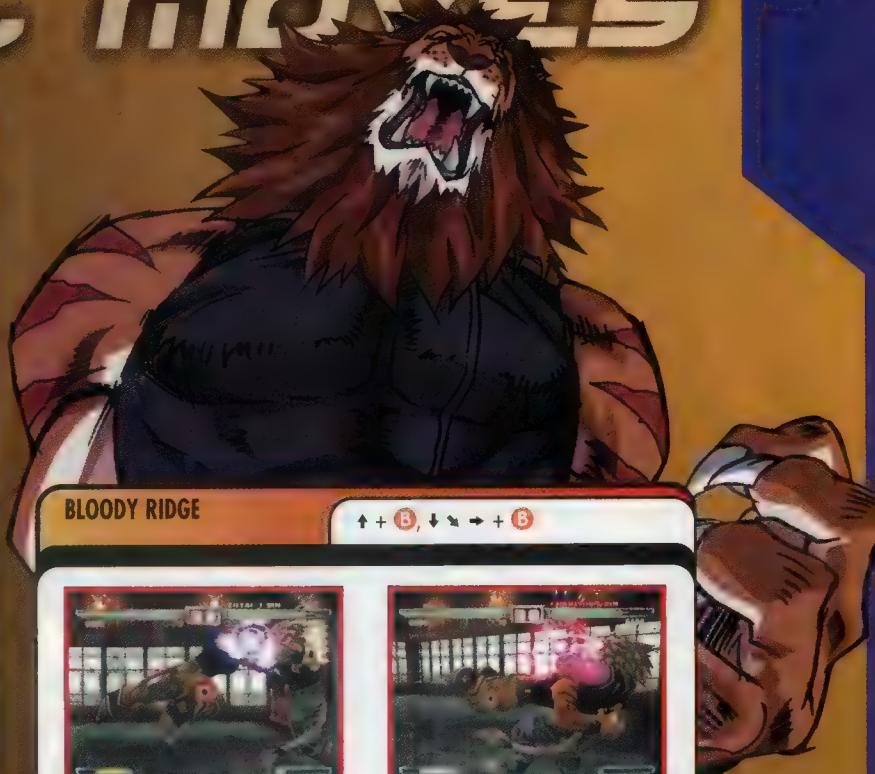
G-CANNON

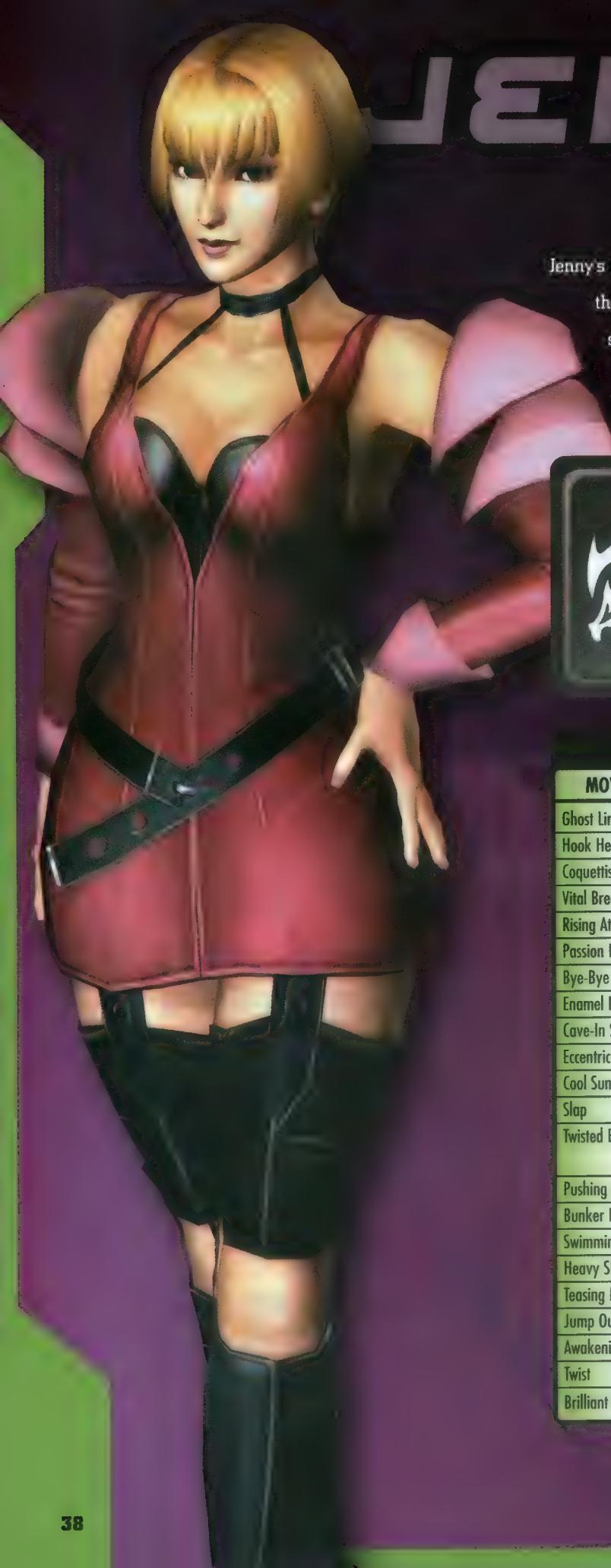
↓ ↗ ← ↓ ↘ ← + B



G-Cannon begins with an upward swipe and then goes on to demonstrate the amount of raw power Gado brings into fights. The range on this move is slightly better than G-Bomber, but it can be blocked and evaded. If you perform this move at the right distance from the wall, then the opponent will bounce off and land on Gado, inflicting a small amount of damage.

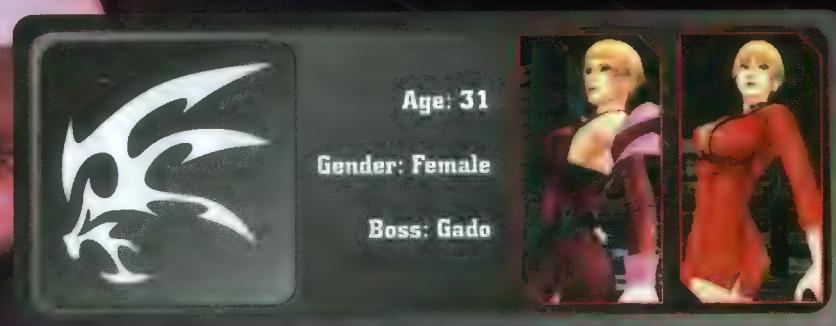
GADO





JENNY THE BAT

Jenny's background is an absolute mystery. It is said she won't age because of the aftereffects of an unfinished transformational beastorization operation she underwent. Model by day, spy by night, Jenny accepts her friends offer to fight against the dark forces of the mark.



STANDING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Ghost Line	K	17	H	
Hook Heel Kick	K	8	H	Back to opponent
Coquettish Slider	K	13	L	Dashing Attack/Trip
Vital Breaker	→ → K	18	M	Block Break/Stagger
Rising Attack	K	17	M	
Passion Kick	→ + K	12	M	
Bye-Bye Kick	← + K	14	M	End facing opposite direction
Enamel Rainbow	↑ + K	14	M	Bounce
Cave-In Stamp	↓ + K	2	L	Opponent must be on ground
Eccentric Kick	↓ ↘ → + K	25	M	14 Hits
Cool Summer Edge	↓ ↙ ← + K	12	M	2 Hits/Launch
Slap	P	8	H	
Twisted Elbow	P	13	M	Back to opponent/ No turn around
Pushing Out	P	17	M	Dashing Attack/Knockback
Bunker Punch	→ → P	14	M	Knockback
Swimming Slap	→ + P	9	M	
Heavy Slap	← + P	16	HM	Block Break/Stagger
Teasing Punch	→ → + P	1	H	Taunt
Jump Out	↑ + P	11	H	
Awakening Slap	↓ + P	2	L	Opponent must be on ground
Twist	↓ ↘ → + P	N/A	N/A	Balance on one leg
Brilliant Slash	↓ ↙ ← + P	17	M	Block Attack/Bounce

CHAINS

NAME	COMMANDS	
Step Slap		
Slap & Stagger	, , + , , ,	S
Slap & Trip	, , + , , , +	
Slap & Nightmare	, , + , , + , ,	S
Slap & Disorder	, , , , , ,	S
Rising Shadow	+ , , , ,	
Twisted Explosion	+ , , , , , ,	K
Twist Heel Change	+ + , , , , + + ,	
Passionate Heel Rush	+ , , , ,	S
Hook Heel Rush	Hook Heel Kick, , , ,	S
Back High-heeled Kick	+ , , , +	
Back Hook Heel Kick	Hook Heel Kick, , , , +	
Turnback Hook Heel Kick	Hook Heel Kick, , , , + + , + ,	K
Enamel Blade	+ , ,	
Enamel Wall Wind	+ , , + ,	
Sly Kick	+ ,	
Gross Edge	+ ,	S



CRUCHING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Under Spic	+	5	L	
Twisted Heel Stamp	+	13	L	Back to opponent/ No turn around
Enamel Arch	+	9	M	From duck position
Needle Spic	+	5	L	
Ground Shaving	+	13	L	Trip
Leg Slap	+	6	ML	
Turn Slap	+	6	ML	Back to opponent
Leg Cutter	+	12	L	From duck position/Trip
Cutting High	+	12	M	End facing opposite direction
Double Leg Slap	+	9	L	2 Hits/End facing opposite direction

JUMPING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Jet Heel		14	HM	
Rocket Heel	+	18	M	Block Break/Knockback
Rocket Heel	+	18	M	Block Break/Knockback
Jump Jab		8	HM	
Guillotine Slap	+	24	M	Bounce

BEAST FORM CHAINS

NAME	COMMANDS	
Complete Disorder	, , , ,	
Nightmare Walking	+ ,	K
Air Blast	(in air) ,	B
Spiral Talon	(in air) + ,	B
Wind Slider	, , , +	T

THROWS

MOVE NAME	COMMAND	DAMAGE	NOTES
Sweet Neck Break	+	32	
Sweet Riding	+	37	Face opponent's back
Sweet Disgrace	+	32	Facing crouching opponent
Sweet Driver	+	28	Air throw; must face opponent/ End with back to opponent
	+	9	Trip

LENNY

SPECIAL MOVES

DRILL TALON

↓ ↘ ↗ + B, B or P or K

Make sure that Jenny is either already in Beast Form, or she has enough Beast Gauge to Beastorize. The first command launches Jenny into the air, and pressing a second button sends her feet-first back down. B has the most horizontal movement, K drives Jenny almost directly downward, and P falls between the other two attacks.



BAT WING BLADE

↓ ↗ + B

Same deal as Drill Talon; have enough Beast Gauge before you attempt Bat Wing Blade. Bat Wing Blade is a slow starting, but fast-moving Block Break attack. Don't use this move when you're in too close because it will travel too far to take advantage of opponents that are left floating in the air.



PASSIONATE HEEL RUSH

→ + K, K, K, K, K



The good news is that Passionate Heel Rush ends with a stagger. The bad news is that all of the kicks stay Medium and High. Save this for a staggered or crouching opponent expecting Enamel Blade.

ENAMEL BLADE

↘ + K, K, K, K



With three Low-striking kicks to open the chain, Enamel Blade is a good move to mix in with Passionate Heel Rush to crack an opponent's defense.

ENAMEL WALL WIND

↘ + K, K, ↓ + K, K



This is another attack to add into the mix of Jenny's kick chains. Where Enamel Blade's final kick strikes Medium, Enamel Wall Wind stays Low for the entire chain.

TWISTED EXPLOSION

↓ ↘ ↗ + P, K, K, K, K, K, K, K



The ↓ ↘ ↗ + P isn't an attack, but a change to Jenny's Stance, leaving her balanced on one foot. The first six kicks come out so quickly that all will combo. The last kick comes out after a short pause, but it is a Block Break kick with some serious knockback.

TWIST HEEL CHANGE

↓ + P, K, K, ↓ + K



This chain ends with Jenny still in the Twist stance, but on her opposite foot. This feature allows Jenny to use Twist Heel Change to keep constant pressure on opponents.

STEP SLAP

P, P



Step Slap consists of two very quick slaps that are best used to open up longer chains. If the Beast Gauge allows it, go with Slap & Disorder because the Beastorize hit combos with the punches.

BACK HIGH-HEELED KICK

→ + K, K, K, ← + K



If this chain gets blocked before reaching the final ← + K, do not enter that command! It will expose Jenny's back to the opponent, and provide him or her with free shots.

SLY KICK

↓ + K, K



The second kick is useful in catching opponents that try to counter after blocking the first kick, or in pushing opponents further away should both kicks get blocked.

GROSS EDGE

↓ ↓ K, K



Gross Edge is most effective against opponents in the air. The first kick bounces, and then the second kick launches against airborne foes.

SLAP & DISORDER

P, P, B, B, B, B, B, B



Pause after pressing B the first three times. Jenny will loop back, and then it's time for a decision. Pressing B two more times launches the opponent and scores some knockback. Hit ↓ + B for a Low Block Break attack that trips.

SLAP & NIGHTMARE

P, P, → + K, K, K, → + B, B, B



The opening punches are optional, and the final B is tough to connect because the second B kicks opponents back a few steps.

JENNY

BAT

In Hyper-Beast Form, Jenny gains the Energy Drain and Power Launch abilities.



BEASTORIZIZE BUTTON ATTACKS - HUMAN FORM

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Beast Pose		2	M	Gain Beast Energy/Blue Beast Gauge
Beastorize		6	M	Change to Beast
		24	M	Dashing Attack/Change to Beast/Launch
		4	M	Change to Beast
		33	M	Change to Beast
		N/A	N/A	Change to Beast/Fly backward

BEASTORIZIZE BUTTON ATTACKS - BEAST AND HYPER-BEAST FORMS

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Lady Claw		10	M	
Back Upper Talon		20	M	Back to opponent/Stagger
Wind Rider		24	M	Dashing Attack/Block Break/Launch
Slash Talon		37	H	Block Break/Knockback
Nightmare Departure		17	ML	2 Hits
Spinning Claw		21	H	2 Hits
Back Surprise		13	H	Bounce
Leg Spic		12	L	
Cutting Turn		17	L	Back to opponent/Trip
Awakening Slash		5	L	Opponent must be on ground
Talon Cyclone		21	M	From duck position
Balance Beam		17	ML	2 Hits
Sweeping Claw		22	L	Trip
Mirage Talon		10	M	
Jump Slap		17	M	
Rising Spiral		29	M	
Maximum Slap		36	M	Block Break/Bounce
Bat Wing Blade		33	M	Block Break
Flap Wing		N/A	N/A	Follow ups

NEW MOVES FOR BEAST MODE

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Vampire		33		16 Hits/Absorb opponent's health
Aero Slash		13	HM	
Gravity Elbow		36	M	
Peacock Slap		14	M	
Lyrical Knee Attack		10	HM	
Cyclone Slasher		39	M	Block Break/Knockback
Aero Dancer		10	HM	
Sky High Tempest		106/112	H	16 Hits
Crimson Glider		102/98	HM	16 Hits

SPECIAL MOVES

COMPLETE DISORDER

B, B, B, B, B, B



Just as in Slap & Disorder, save the final two B presses until Jenny begins her loop. Press B to launch, and B again for a knockback kick. The other choice is to press + B for Wind Slider.

NIGHTMARE WALKING

→ + B, B, B



Nightmare Walking is most effective against opponents in the air, if all of its attacks make contact—the move ends with opponents being bicycle kicked across the stage. If this move catches an opponent on the ground, it will only stagger.

BEAST DRIVE

SKY HIGH TEMPEST

↓ ↗ ↘ ↙ ↖ + B



The only defense against Sky High Tempest is to crouch or evade (with BL, not like evading a throw). The thing that makes this Beast Drive so much more impressive than others that can't be blocked is that it has greater range. Use Training Mode to get a feel for Sky High Tempest's reach and use it to punish opponents.

CRIMSON GLIDER

↓ ↗ ↘ ↙ ↖ + B



Crimson Glider inflicts less damage than Sky High Tempest, and it can be blocked. The only advantages it has over Sky High Tempest is its slightly greater range and its ability to hit crouching opponents.

JENNY

LONG THE TIGER

Long used to be a top assassin in the underworld, but he washed his hands of the shady business. Since then, his former gang has chased him as a betrayer. He is still suffering from his dark past and from the fact that he has the blood of a beast within him. His younger sister was killed by the uncontrollable power of his beast within. In her memory, Long sets upon a quest to stop the black-hearted power.



Age: 32

Gender: Male

Boss: Crosses



STANDING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Wall Kick	K	10	M	To Six-Level Combo (↓ + P)
Somersault Kick	K	14	H	Back to opponent/Stagger
Dragon Leg Kick	K	22	H	Dashing Attack/Knockback
Running Brushing Kick	→ → K	16	L	Trip
Rising Attack	K	17	M	
Double Turning Kick	→ + K	18	M	2 Hits/Bounce/To Six-Level Combo (↓ + P)
Backside Kick	← + K	12	H	End Facing opposite direction
Spike Kick	← → + K	8	M	
Jumping Kick	↑ + K	12	M	
Shaking Kick	↓ + K	5	ML	Opponent must be on ground
Consecutive Circular Kick	↓ ↘ → + K	12	HM	2 Hits/Launch
Shadowless Kick	↓ ↘ ← + K	29	M	4 Hits
Punch	P	8	H	
Double Slap	P	13	M	Back to opponent/Knockback
Hawk Capturing Grasp	P	18	M	Dashing Attack/Knockback
Iron Punch	→ → P	14	M	
Middle Punch	→ + P	8	M	To Six-Level Combo (P/K/B)
Reins Punch	← + P	17	M	Knockback
Jumping Slant Kick	↑ + P	14	M	
Shooting Ground Attack	↓ + P	2	ML	Opponent must be on ground
Blowing Stride	↓ ↘ → + P	18	H	Knockback
Outside Gate Elbow	↓ ↘ ← + P	17	M	Block Attack/Knockback

CHAINS

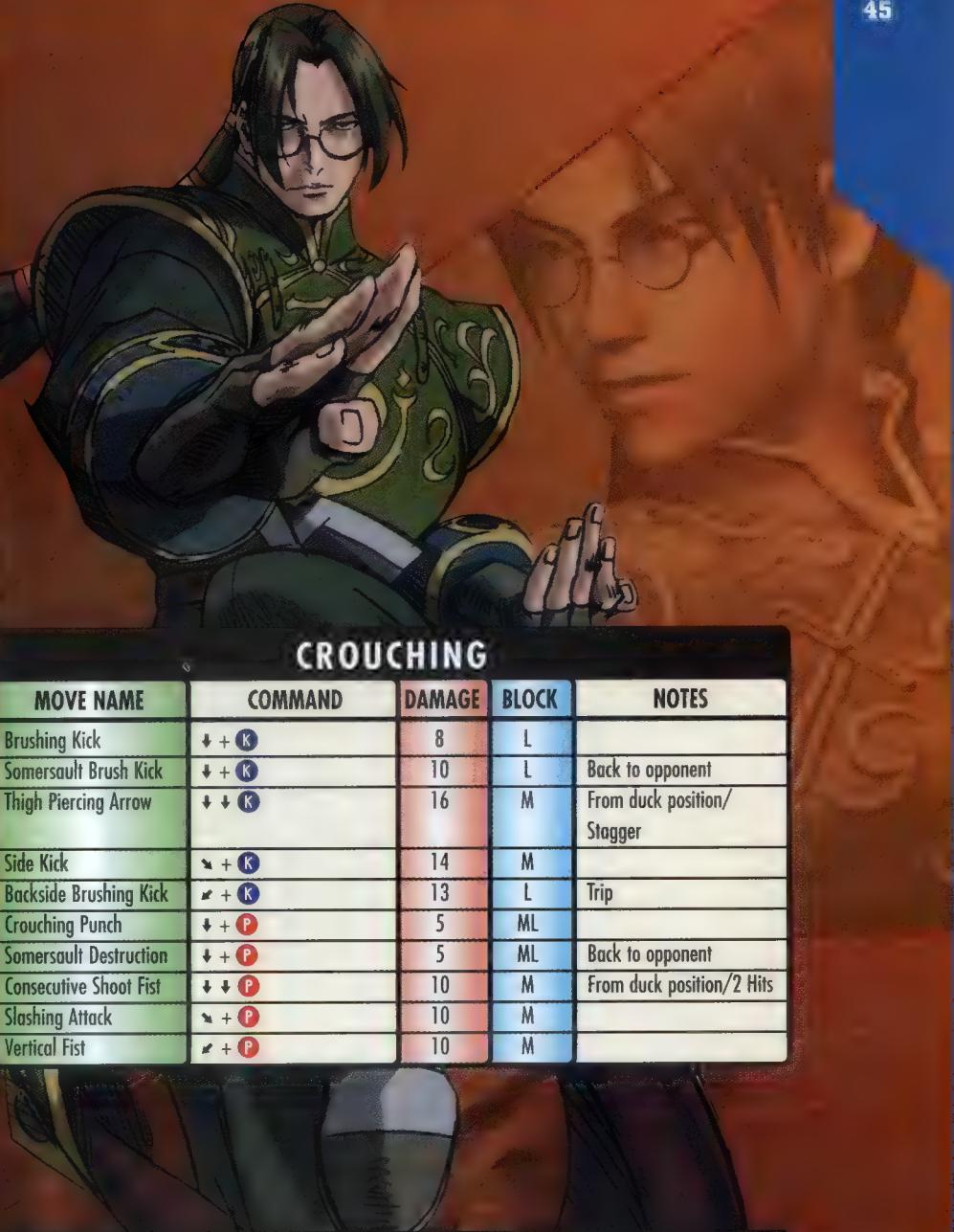
NAME	COMMANDS	
Consecutive Middle Punch Trail	P, P, P, ↑ + B	L
Hawk Shoulder Plant	↘ + P, P	K
Punch & Turning Kick	P, K, ↓ + K	K
Consecutive Attack	↔ + K, → + B, ↓ + P	K
Consecutive Tiger Grasp Attack	↔ + K, → + B, ← + B	K

SIX-LEVEL COMBO STARTER CHAINS

NAME	COMMANDS
Consecutive Grasp Punch	P, P (to Six-Level Combo → + P or K/→ + (P or K) + B)
Consecutive Strike	P, P, P
Claw Punch	B, P

BEAST FORM CHAINS

NAME	COMMANDS	
Cross Attack	B, B, B	L
Crouching Tiger Double	B, B, ↓ + B	T
Cross Attack	B, B, → + B	S
Cross Blow Attack		S
Tiger Claw Turning Kick	B, ↓ + B	T
Claw Slapping Somersault Attack	B, P, ↑ + B	L
Flower Mountain	↖ + B, B	K
Consecutive Upper Attack		K
Flower Mountain	↖ + B, B	K
Consecutive Rear Attack		K



CRUCHING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Brushing Kick	↓ + K	8	L	
Somersault Brush Kick	↓ + K	10	L	
Thigh Piercing Arrow	↓ ↓ K	16	M	From duck position/Stagger
Side Kick	↖ + K	14	M	
Backside Brushing Kick	↗ + K	13	L	Trip
Crouching Punch	↓ + P	5	ML	
Somersault Destruction	↓ + P	5	ML	Back to opponent
Consecutive Shoot Fist	↓ ↓ P	10	M	From duck position/2 Hits
Slashing Attack	↖ + P	10	M	
Vertical Fist	↗ + P	10	M	

GOLDEN MILL CHAINS

(AFTER ↖ + ↗ + + B)

NAME	COMMANDS	
Golden Tiger Grasp	P, P, P, P	K
Golden Double Grasp	B, B, ↓ + B	T
Sun & Moon Enemy Grasp Sun & Moon	B, B, B, ↓ + B	T
Golden Double Shadowless Kick	B, ↓ ↖ ↗ + K	
Golden Consecutive Shadowless	B, B, B, ↓ ↖ ↗ + K	
Snake Consecutive Jade Comb.	P, P, P, P, → + B, ↓ + P	K
Tiger Grasp Consecutive Jade Comb.	P, P, P, P, → + B, ← + B	K
Golden Hawk Method: Tiang (Sky)	↑ + B, ↑ + B	
Golden Hawk Method: Yang (Sun)	→ + B, → + B, → + B, → + B, → + B	
Golden Hawk Method: Chi (Ground)	↓ + B, ↓ + B, ↓ + B, ↓ + B, ↓ + B	
Golden Hawk Method: Ying (Moon)	↖ + B, ↗ + B, ↖ + B, ↗ + B, ↖ + B	

JUMPING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Flying Kick	↑ K	8	HM	
Wind Demolition	↑ → + K	18	M	Block Break/Knockback
Wind Demolition	↑ ← + K	18	M	Block Break/Knockback
Rise and Fall Attack	↑ P	6	HM	
Double Falling Attack	↑ → / ← + P	24	M	Block Break/Bounce

THROWS

MOVE NAME	COMMAND	DAMAGE	NOTES
Barrel Throw	→ + BL	28	H
Back Throw	→ + BL	31	Face opponent's back/3 Hits
Sealing Knee Throw	→ + BL	19	Facing crouching opponent
Tiger Claw Slap	↓ ↖ ↗ + BL	N/A	To Six-Level Combo

SPECIAL MOVES

CONSECUTIVE STRIKE

P, P, P



Consecutive Strike is the easiest lead-in to the Hawk Six-Level Combo Ring. It doesn't possess any other outstanding qualities, but should be used as often as possible to get the Hawk Six-Level Combo started.

HAWK SIX-LEVEL COMBO RING

Start from any one of commands within the chart below and use as many as six moves to finish the Combo Ring attack. Once you start, proceed through the Combo Ring from one direction to another, following the arrow.

Ax Leg (9 damage)
↓ + K



Break (14 damage)
P



Left Kick (9 damage)
→ + K



Single Grip (10 damage)
→ + P



Right Kick (8 damage)
K



Grasp Sun & Moon (9 damage)
↓ + P



TIGER SIX-LEVEL COMBO RING

47

Start from any one of commands within the chart below and use as many as six moves to finish the Combo Ring attack. Once you start, proceed through the Combo Ring from one direction to another, following the arrow. While you're in the middle of the Hawk Six-Level Combo Ring, you can input any of the moves listed below to start into the Tiger Six-Level Combo Ring.

Low Tiger Blade (20 damage)

↓ + B



Cross Claw (16 damage)

← + ←



Rolling Crow (21 damage)

← + B



Tiger Attack (24 damage)

← + B



Swallow Kick (21 damage)

→ + B



Blade Whipping (16 damage)

→ + B

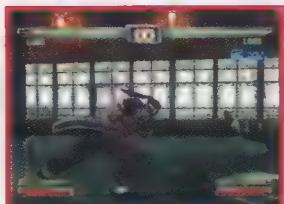


SIX-LEVEL COMBO RING: FINISHING (HAWK AND TIGER METHODS)

MOVE NAME	COMMAND	DAMAGE	NOTES
Turn Over Cont. Kick	← + K	11	Stagger
Demolition Attack	← + P	18	Block Break/Knockback
Back Gate Elbow	→ → + P	12	
Rotation Kick	→ → + K	21	Bounce
Fwd. Sweep Illusion	↓ ↓ + K	13	Trip
Cont. Gem Bombardment	↓ ↓ + P	36	17 Hits/Knockback
Mountain Wall Attack	→ → B	24	Knockback
Half Moon Slash	↓ ↓ B	39	Bounce
Dragon Kick	← ← + B	28	Stagger

HAWK SHOULDER PLANT

↓ + P, B



While it's not a full-stage knockback, you can use these two quick hits to make some room should Long need a breather. The spacing of the knockback is just right to execute a Consecutive Strike and lead into a Hawk Six-Level Combo.

CONSECUTIVE ATTACK

← → + K, → + B, ↓ + P



Unlike other moves where it is possible to input the commands and watch the fighter perform them, you must enter the ↓ + P portion of Consecutive Attack precisely when the → + B attack connects with the opponent.

LONG

TIGER

In Hyper-Beast Form, Long gains the Consecutive Hit

Effect and Counter Hit Effect abilities.



BEASTORIZE BUTTON ATTACKS - HUMAN FORM

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Beast Pose		2	M	Gain Beast Energy/Blue Beast Gauge
Beastorize		6	M	Change to Beast
		37	M	Dashing Attack/Change to Beast/5 Hits
		4	M	Change to Beast
		43	M	Change to Beast/2 Hits
		6	L	Change to Beast/Follow ups

BEASTORIZE BUTTON ATTACKS - BEAST AND HYPER-BEAST FORMS

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Tiger Claw		17	H	
Iron Punch		42	ML	Back to opponent/Block Break/Knockback
Roar Attack		37	M	Dashing Attack/Stagger
Zen Discipline		22	M	Stagger
Tiger Strike		14	M	
Tiger Grasp		39	M	Block Break/Knockback
Somersault Attack		26	H	Launch/End facing opposite direction
Crouching Tiger Double Claw		18	L	To Six-Level Combo (
Bamboo Swing Claw		24	L	Back to opponent/Trip
Hungry Tiger Capture		8	ML	Opponent must be on ground
Lion Upper		30	M	From duck position/Stagger
Tiger Tail Rear Attack		20	M	End facing opposite direction/Stagger
Moon Attack		16	L	End facing opposite direction
Beastorized Climbing Kick		16	M	Stagger
Somersault Cat Attack		35	M	Bounce
Golden Mill		6	L	Follow ups
Neck Break Fang		43	M	2 Hits

NEW MOVES FOR BEAST MODE

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Golden Leg Pin Trail		41		3 Hits
Course of Heaven		107/112	M	8 Hits
Ferocious Tiger Laceration		94/120	M	21 Hits

SPECIAL MOVES

CROSS ATTACK

B, B, B



While Cross Attack launches opponents, you can alter the final input to change the opponent's final position. Hit ↓ + B to trip opponents and strike Low. Use → + B to stagger opponents and keep them close enough to follow up with a long-range attack.

TIGER CLAW TURNING KICK

B, ↓ + B



In Tiger Claw Turning Kick, the second input is changed from Cross Attack, sending the attack Low. Because Long has fewer chains than many other characters, it is important to mix up the ones in his arsenal.

BEAST DRIVE

COURSE OF HEAVEN

↓ ↗ → ↓ ↗ → + B



If the initial upswing of Long's arms fails to connect, Course of Heaven will not fully execute. The energy cylinder that appears directly behind it will hit even if the first attack misses, but the Beast Drive will end right there.

FEROCIOUS TIGER LACERATION

↓ ↗ ↗ ↓ ↗ ↗ + B



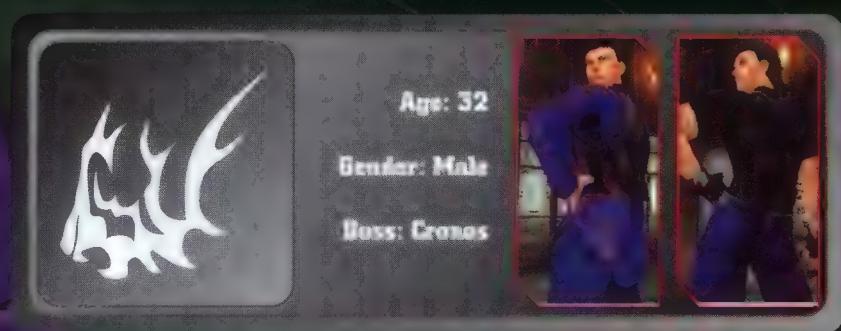
Ferocious Tiger Laceration is sometimes difficult to land due to its long startup animation. It is both a Block Break and Block Attack, but Long takes up to four steps before he starts the attack portion of this move. After the second step, the move also acts as a counter, so feel free use it against opponents using long chain attacks.

LONG

SHENLONG

THE TIGER

Shenlong was the leader of the beasts' Liberation Army. Many have tried to capture him because they think he is the most dangerous beast-man in existence. He has no past, but doesn't care. He just believes in who he is now and throws himself into the machinations of the underworld. He is glad he has the mark on his body.



STANDING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Slant Kick	K	10	H	To Six-Level Combo (↓ + P/R)
Backside Kick	K	16	H	Back to opponent/Stagger
Backturn Snake Hand Flying Kick	K	26	H	Dashing Attack/Block Break/Knockback
Crouching Backside Brushing Kick	→ → K	14	L	Trip
Rising Attack	K	20	M	
Stride Kick	→ + K	17	M	2 Hits/Bounce
Back Rotation Kick	← + K	18	H	End facing opposite direction/Stagger
Backturn Jumping Kick	↑ + K	20	H	Stagger
Shaking Kick	↓ + K	6	ML	Opponent must be on ground
Stride Kick	↓ ↘ → + K	18	HM	2 Hits
Shadowless Kick	↓ ↙ ← + K	26	M	4 Hits
Asian Attack	P	5	H	
Face Smashing Attack	P	13	H	Back to opponent
Blowing Stride	P	26	M	Dashing Attack/Block Break/Knockback
Middle Elbow	→ → P	14	M	
Progressive Attack	→ + P	14	M	To Six-Level Combo (C/D)
Butterfly Attack	← + P	22	M	Block Break
Double Cross Crow	↑ + P	13	H	To Six-Level Combo
Shooting Ground Attack	↓ + P	4	ML	Opponent must be on ground
Snake Attack	↓ ↘ → + P	31	H	Block Break
Rolling Soba Combo	↓ ↙ ← + P	16	M	Block Attack

CHAINS

NAME	COMMANDS	
Taichi Somersault Attack	↑, ↓, ←, → + B	S
Hawk Shoulder Punch	↓, ↓ + P, P	B

SNAKE SIX-LEVEL COMBO OPENING CHAINS

NAME	COMMANDS
Snake Punch	↑, ↓, ← + P / K
Snake Elbow	↑, ↓, ←, → + P
Consecutive Snake Claw	↑, ↓ + P



CRUCHING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Brushing Kick	↓ + K	6	L	
Somersault Brush Kick	↓ + K	8	L	Back to opponent/Trip
Thigh Piercing Arrow	↓, ↓ + K	16	ML	From duck position/Stagger
Sweeping Stride Kick	↖ + K	13	M	
Backside Brushing Kick	↖ + K	13	L	Trip
Snake Punch	↓ + P	4	ML	
Shenlong Blow	↓ + P	20	ML	Back to opponent
Slashing Attack	↓, ↓ + P	14	M	From duck position
Heaven Bullet	↖ + P	9	M	
Vertical Fist	↖ + P	13	M	

BEAST FORM ONLY CHAINS

NAME	COMMANDS	
Flower Mountain	↖ + B, B	K
Consecutive Upper Attack		
Tiger Claw Turning Kick	B, ↓ + B	T
Somersault Claw Elbow	B, P, ↑ + B	S
Ring Cross Attack	B, B, B	S
Crouching Tiger Cross Claw	B, B, ↓ + B	T
Cross Blow Attack	B, B, → + B	S

JUMPING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Flying Kick	↑ K	9	HM	
Wind Demolition	↑, → + K	17	M	Block Break/Knockback
Wind Demolition	↑, ← + K	17	M	Block Break/Knockback
Rise and Fall Attack	↑ P	8	HM	
Double Falling Attack	↑, →/← + P	26	M	Block Break/Bounce

GOLDEN MILL CHAINS

(AFTER ↖, ↗, ←, → + B)

NAME	COMMANDS
Golden Double Grasp Sun & Moon	B, B, ↓ + B
Enemy Grasp Sun & Moon	B, B, B, ↓ + B
Golden Hawk Method: Heaven	↑ + B, ↑ + B, ↑ + B, ↑ + B ↑ + B, ↑ + B, ↑ + B, ↑ + B
Golden Hawk Method: Ground	↓ B, ↓ B, ↓ B, ↓ B, ↓ B, ↓ B
Golden Hawk Method: Yang	→ + B, → + B, → + B, → + B, → + B, → + B
Golden Hawk Method: Ying	← + B, ← + B, ← + B, ← + B, ← + B, ← + B
Golden Double Shadowless Kick	B, ↓, ← + K
Golden Consecutive Shadowless Kick	B, B, ↓, ← + K
Golden Double Shadowless Kick	B, B, B, ↓, ← + K

THROWS

MOVE NAME	COMMAND	DAMAGE	NOTES
Barrel Throw	→ + BL	26	
Ground Throw	→ + BL	33	Face opponent's back
Sealing Knee Throw	→ + BL	23	Facing crouching opponent/Launch
Earthquake Throw	↓, → + BL	N/A	Swap positions

SHENLONG

SPECIAL MOVES

DOUBLE CROSS CROW

↑ + P

Use Double Cross Crow to hop over Low attacks and launch into the Six-Level Combo.



SNAKE ATTACK

↓ ← → + P

Snake Attack is a Block Break attack with incredible forward movement that also knocks opponents back. Do not use it against crouching opponents because it hits High.



ROLLING SOBAT COMBINATION

↓ ← → + P

Shenlong's Block Attack is a forceful palm strike with a slow windup. Its startup and recovery times offset its decent damage.



STRIDE KICK

↓ ← → + K



Stride Kick is effective against opponents on the ground and in the air. The first kick hits everything, and the second kick only misses crouching opponents.

SHADOWLESS KICK

↓ ← → + K



Shadowless Kick works well against crouching opponents, though it also hits standing opponents. Also, opponents must evade it twice (first Medium and then Low), making it deadly against opponents that like to evade and counter.

SNAKE ELBOW

P, P, P



Use this chain to set up the Six-Level Combo. It starts with a High punch, followed by a few Medium strikes.

LOW ROLLING SOBAT

P, K, ↓ + K



Make sure to execute the final ↓ + K in Low Rolling Sobat! The punch-kick opening turns Shenlong's back to the opponent, leaving him open to a world of hurt if he doesn't immediately turn around.

SNAKE SIX-LEVEL COMBO RING

Start from any one of commands within the chart below and use as many as six moves to finish the Combo Ring attack. Once you start, go through the Combo Ring from one direction to another following the arrow.

Snake Kick (13 damage)

↓ + K



Asian Attack (20 damage)

P



Snake Stride Kick (16 damage)

→ + K



Back Blow (17 damage)

→ + P



High Kick (12 damage)

K



Low Blow (12 damage)

↓ + P



SNAKE SIX-LEVEL COMBO RING: FINISHING

MOVE NAME	COMMAND	DAMAGE	NOTES
Rolling Heel Kick	← + K	17	Launch
End of Tiger	← + P	26	Knockback
Ending Blow	→ → + P	29	Knockback
Shadowless End	→ → + K	28	Bounce
Circling Kick	↓ ↓ + K	26	Launch
Low Double Hand Blow	↓ ↓ + P	16	Trip
Hawk Launch	B, B	36	Stagger/End facing opposite direction
Crouching Tiger	B, ↓ + B	30	Trip
Heavenly Fire	B, → + B	31	Stagger
Thigh Piercing Arrow	↓ ↓ + B	17	Launch
Zen Discipline	→ → + B	16	Launch

SHENLONG

TIGER

In Hyper-Beast Form, Shenlong gains the Power Block and Any Cancel B abilities.



BEASTORIZE BUTTON ATTACKS - HUMAN FORM

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Beast Pose	(B)	2	M	Gain Beast Energy/Blue Beast Gauge
Beastorize	(B)	6	M	Change to Beast/Knockback
	(B)	46	M	Dashing Attack/Change to Beast/Knockback
	↑ (B)	4		Change to Beast/Knockback
	↓ ↘ ↗ + (B)	39	M	Change to Beast
	↓ ↙ ↖ + (B)	5	L	Change to Beast

BEASTORIZE BUTTON ATTACKS - BEAST AND HYPER-BEAST FORMS

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Tiger Claw	(B)	13	H	
Iron Punch	(B)	39	ML	Back to opponent/Knockback
Zen Discipline	→ → (B)	21	M	Launch
Roar Attack	(B)	46	M	Dashing Attack/Block Break
Aggressive Tiger Step	→ + (B)	30	M	Bounce
Dragon Tail Rear Attack	← + (B)	26	M	Launch/End facing opposite direction
Crouching Tiger Slasher	↓ + (B)	13	L	To Six-Level Combo (to ↓ + P/K)
Bamboo Swing Claw	↓ + (B)	21	L	Back to opponent/Trip
Somersault Cat Kick	↑ + (B)	30	M	Stagger
Hungry Tiger Capture	↓ + (B)	9	ML	Opponent must be on ground
Lion Upper	↓ ↓ (B)	25	M	From duck position/Launch
Crouching Tiger Double Claw	↖ + (B)	24	L	Trip
Moon Attack	↖ + (B)	16	L	Trip/End facing opposite direction
Beast Climbing Kick	↑ (B)	16	M	Stagger
Somersault Cat Attack	↑ ← / → + (B)	32	M	
Golden Mill	↓ ↙ ↖ + (B)	5	L	Follow-ups
Nerk Break Fang	↓ ↘ ↗ + (B)	39	M	

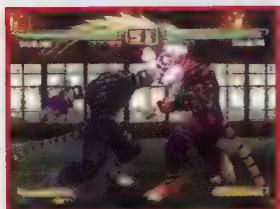
NEW MOVES FOR BEAST MODE

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Golden Throw Trail	→ + (BL)	48		3 Hits
Tiger Darkness Attack	↓ ↘ ↗ ↓ ↘ ↗ + (B)	108/111	M	3 Hits
Ferocious Tiger Laceration	↓ ↙ ↖ ↓ ↙ ↖ + (B)	104/110	M	21 Hits/Knockback

SPECIAL MOVES

RING CROSS ATTACK

B, B, B



Ring Cross Attack alternates High, Medium, High with its attacks and leaves Shenlong with his back to the opponent. Consider this as a setup for Shenlong's turnaround B attack (Iron Punch), a devastating follow-up to Ring Cross Attack.

CROSS BLOW ATTACK

B, B, → + B



Cross Blow Attack's final strike staggers while it keeps the opponent close enough for quick follow-up attacks. The nearly identical Crouching Tiger Cross Claw attacks at all levels, but pushes opponents too far away to take advantage of the ending trip.



BEAST DRIVE

TIGER DARKNESS ATTACK

↓ ↘ ↗ ↓ ↗ → + B



The initial knife-hand thrust must connect for this Beast Drive to fully execute. There is a slight forward movement in the initial move, but Tiger Darkness Attack does not have great range.

FEROCIOUS TIGER LACERATION

↓ ↘ ↗ ↓ ↗ ← + B

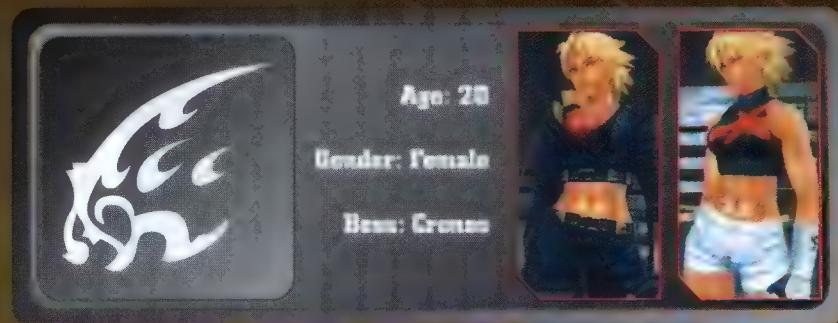


Ferocious Tiger Laceration is sometimes difficult to land due to its long startup animation. It is both a Block Break and Block Attack, but Shenlong takes up to four steps before he starts the attack portion of this move. After the second step, the move also acts as a counter, so feel free use it against opponents using long chain attacks.

SHENLONG

SHINA THE LEOPARD

Gado adopted Shina as a war orphan. She had remarkable fighting strength. At 13, she destroyed a platoon single-handedly. She became famous as a female fighter, and was asked to join the operations of a certain superpower to solve the trouble of the black-hearted mark. She joined the efforts against the mark, even though she had a sign of it herself.



STANDING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
G-III Kick	K	14	H	
Reverse Kick	K	20	H	Back to opponent/Stagger
Mine Slider	K	21	L	Dashing Attack/Trip
Double Leg Missile	→ → K	27	M	Block Break/Knockback
Rising Attack	K	20	M	
Assault Knee Attack	→ + K	9	M	
Fake Knee	→ → + K	N/A	N/A	
Turn Ride Kick	← + K	25	H	Knockback
Pile Bunker	← → + K	18	M	3 Hits/Knockback
Sky Gunner	↑ + K	24	M	Block Break/Bounce
Extra Hammer Kick	↓ + K	8	L	Opponent must be on ground
Scramble Snatch	↓ ↘ → + K	27	M	2 Hits/Air Throw
Trident Shoot	↓ ↙ ← + K	32	HML	Block Attack/Knockback
M-V1 Knuckle	P	9	H	
Turn Knuckle	P	10	H	Back to opponent
Absolute Fire	P	23	M	Dashing Attack/2 Hits
Shoulder Boost	→ → P	20	M	Knockback
Hunting Elbow	→ + P	10	M	
Leg Trap	→ ← + P	44	N/A	Counter
Spinning Elbow	→ + P	17	H	
Diving Chop	↑ + P	20	M	Bounce
Pressure Bomb	↓ + P	6	M	Opponent must be on ground
Task Force Upper	↓ ↘ → + P	17	HM	
Assault Blow	↓ ↙ ← + P	35	M	Block Break/Knockback

CHAINS

NAME	COMMANDS	
G-III Double	K, K (to Group A)	
Angry Fist	← + P, P, (to Group A)	
G-III Kick Angry Fist	K, ← + P, P, (to Group A)	
Amazon Blow	↘ + P (to group B)	
RK Shooting	Reverse Kick, P, P (to Group B)	
M-VI Punch	P, P, P (to Group B)	
M-VI Shot	P, P	
M-VI Nupperm	P, P, ↓ + K	T
M-VI Nupperm Fake	P, P, ↓ + P	
M-VI Stinger	P, P, P, K	S
M-VI Gun	P, K	
Spinning Knuckle	← + P, P	B
	← + P, P, B, ↓ + B	T
	K, ← + P, P, B, ↓ + B	T
Angry Slash	← + P, P, B, B	K
G-III Angry Slash	K, ← + P, P, B, B	K
Hunting Arrow	→ + P, K	
Hunting Dive Elbow	→ + P, P, P	B
Amazon Gunner	↘ + P, K	B
Amazon Scratch	↘ + P, ↓ + K	T
Grind Scratch	P, P, ↓ + B	

BEAST FORM CHAINS

NAME	COMMANDS	
Angry Claw	B, B (to Group A)	
Triple Low Scratch	B, B, ↓ + B	T
Sanctions Scratch	B, B, → + B, ← + B	K
Walking Upper	↘ + B, ↑ + P	L
Fang Walking	↘ + B, ↓ → + B	

GROUP A CHAINS

NAME	COMMANDS	
Assault Kick Mine	→ + K, K, K, ↓ + K	T
Assault Kick Spur	→ + K, K, K, → + K	K
Feint Kick Spur	→ + K, K, K, ↓ + P	
Assault Kick Surprise	→ + K, ↓ + K, K	B
Feint Kick Surprise	→ + K, ↓ + K, P	
Assault Kick Bomb	→ + K, → + K, K	B
Feint Kick Bomb	→ + K, → + K, P	
Assault Kick Rush	→ + K, K, K	
Feint Kick Rush	→ + K, K, P	
M-VI Assault Kick Rush	→ + K, K, K, P, P, P (to Group B)	

GROUP B CHAINS

NAME	COMMANDS	
Reverse Violent Scratch	→ + B, B, ← + B	K
Violent Grind	→ + B, ↓ + B	
Violent Tempest	→ + B, → + B, → + B, P	B



CRUCHING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Low Ride Kick	↓ + K	13	L	
Low Reverse Kick	↓ + K	14	L	Back to opponent/Trip
Ground Heel Kick	↓ ↓ K	17	M	From duck position/Slagger
Middle Ride Kick	↘ + K	20	M	
Mine Kick	↗ + K	14	L	Trip
Pouching Knuckle	↓ + P	8	ML	
Squat Turn Knuckle	↓ + P	12	ML	Back to opponent
Elbow Upper	↓ ↓ P	4	M	From duck position/Slagger/ 2 Hits & 12 Damage against jumping opponents
Amazon Blow	↘ + P	12	M	
Ground Chop	↗ + P	13	L	

JUMPING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Jumping Kick	↑ K	9	HM	
Jumping Forward Kick	↑ → + K	22	M	Block Break/Knockback
Jumping Back Kick	↑ ← + K	22	M	Block Break/Knockback
Jumping Knuckle	↑ P	8	HM	
Jumping Hammer	↑ → / ← + P	26	M	Bounce

THROWS

MOVE NAME	COMMAND	DAMAGE	NOTES
Brain Buster	→ + BL	38	
Tough Driver	→ + BL	40	Face opponent's back
Trap Leg Throw	→ + BL	38	Facing crouching opponent
Reverse Swing	→ + P	40	After knee feint/Facing crouching opponent

SPECIAL MOVES

PILE BUNKER

← → + K

After a brief pause to gather her balance, Shina lashes out with a devastating kick that hits three times and knocks opponents across the screen.



TRIDENT SHOOT

↓ ↖ ↖ + K

Shina's Block Attack is a multi-hitting terror that strikes on all three levels and ends with a knockback. It works well against crouching opponents, though the knockback kick will miss against them.



SCRAMBLE SNATCH

↓ ↖ ↖ + K



Scramble Snatch has more applications beyond throwing jumping opponents. Even if you miss the throw, it's possible to land a different throw (Reverse Leg Throw with ← + K) whether you're landing in front of or behind the opponent. Alternatively, after an overshoot, score with a kick attack (Flying Trap, ↓ ↑ + P) and follow up (← → + B).

G-III COMBINATION

K, K, K



G-III Combination is made up of two High kicks that combo and a final High kick that knocks back opponents. Since it doesn't combo, save using the third kick for opponents who block the first two kicks, and try to attack immediately behind the block.

M-VI NUPERM FAKE

P, P, ↓ + P



As one of the handful of setup moves for Reverse Swing, M-VI Nuperm Fake is designed to get opponents to crouch in an attempt to avoid the two High punches that start the chain.

REVERSE SWING

→ + P



This throw is effective only against crouching opponents, and after a downward knee feint (Fake Knee, Feint Kick Spur, and M-VI Nuperm Fake). If Shina is in Beast Form, it's possible to hit P while spinning to release the opponent a bit early and follow up for more damage. Press ↑ to jump up and attack in the air, or use a Scramble Snatch to catch the opponent out of the air. The most difficult follow-up to time correctly is the Tornado Blast, which is B, P, B, B, K, K, which you initiate after hitting P to cut off the throw.

HUNTING ARROW

→ + P, K



This is a quick, two-hit combo that strikes Medium, then High and does a nice bit of damage. Switch up its use with Hunting Dive Elbow, which has a similar start-up.

ASSAULT KICK MINE

→ + K, K, K, ↓ + K



Except for the final move in each, Assault Kick Mine, Assault Kick Spur and Feint Kick Spur are identical. Assault Kick Mine ends Low and trips opponents. Assault Kick Spur ends with a Block Break, and Feint Kick Spur sets up Reverse Swing.

M-VI NUPPERM

P, P, ↓ + K



The first two punches hit High and combo, while the finishing kick hits Low and trips. Use this move, in conjunction with the M-VI Nupperm Fake (↓ + P instead of K), to set up the Reverse Swing as opponents must choose between crouching to block, being tripped, or timing an evade correctly.

M-VI STINGER

P, P, P, K



M-VI Stinger consists of four consecutive High attacks that end with a staggered opponent. Unfortunately, the kick pushes Shina out of range to effectively follow up with another attack.

ASSAULT KICK BOMB

→ + K, → + K, K



The final kick not only bounces opponents, but also keeps them close enough for follow-up strikes. The final kick does not combo with the first two, so don't become predictable with the third kick. Substitute a punch for the last kick to execute Feint Kick Bomb.

SHINA

LEOPARD

In Hyper-beast Form, Shina gains the Any Cancel B and Counter Effect abilities.



BEASTORIZIZE BUTTON ATTACKS - HUMAN FORM

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Beast Pose	Ⓐ	2	M	Gain Beast Energy/Blue Beast Gauge
Beastorize	Ⓑ	6	M	Change to Beast/Knockback
	Ⓑ	47	M	Dashing Attack/Change to Beast/Block Break/Knockback
	↑ ⓒ	4	M	Change to Beast/Knockback
	↓ ⌂ → + ⓒ	47	M	5 Hits/Change to Beast
	↓ ⌂ ← + ⓒ	45	M	Change to Beast/Block Break/Launch

BEASTORIZIZE BUTTON ATTACKS - BEAST AND HYPER-BEAST FORMS

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Angry Fist	Ⓐ	18	M	
Back Drop Kick	Ⓑ	32	M	Back to opponent/Knockback
Brutal Raid	Ⓑ	47	M	Dashing Attack/Block Break/Knockback
Leopard Heading	→ → ⓒ	26	M	Bounce
Violent Claw	→ + ⓒ	21	M	
Back Kick	← + ⓒ	46	M	Block Break/Knockback
Somersault Scratch	↑ + ⓒ	33	M	Stagger
Double Claw	↓ + ⓒ	17	L	
Killer Scratch	↓ + ⓒ	5	L	Opponent must be on ground
Squat Turn Claw	↗ + ⓒ	26	L	Trip
Ground Scratch	↓ ↓ ⓒ	26	L	From duck position/Trip
Leopard Walking	↖ + ⓒ	N/A	N/A	Crouched forward movement
Turn Scratch	↖ + ⓒ	21	L	Trip/End facing opposite direction
Shaving Kick	↑ ⓒ	16	M	Stagger
Rolling Cutter	↑ ← / → + ⓒ	20	M	Bounce
Rising Laser	↓ ⌂ ← + ⓒ	41	M	Block Break/Launch
Demolition Fang	↓ ⌂ → + ⓒ	47	M	5 Hits

NEW MOVES FOR BEAST MODE

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Fang Throw	→ + Ⓢ	50		5 Hits
Mad Trap	↓ ⌂ → ↓ ⌂ → + ⓒ	102/100	N/A	10 Hits/Counter
Cross Blade Zapper	↓ ⌂ ← ↓ ⌂ ← + ⓒ	112/114	M	7 Hits



SPECIAL MOVES

SOMERSAULT SCRATCH

↑ + B

If things are getting too crowded, you can use this back flip kick to create some space. There's a small delay when it starts up, but it sends opponents staggering back.



TRIPLE LOW SCRATCH

B, B, ↓ + B



Mix the use of Triple Low Scratch, Sanction Scratch and the Angry Claw chains. Triple Low Scratch trips opponents, Sanction Scratch knocks opponents far away, and the Angry Claw chains lead to many other possibilities.

LEOPARD WALKING

← + B



On its own, Leopard Walking is simply a means to advance while remaining Low. However, two attacks are possible out of this initial move. Press P immediately after starting the walk to launch opponents into the air with an uppercut. It's also possible to execute Demolition Fang out of the early stages of Leopard Walking. Use the uppercut in close, and Demolition Fang anytime.

BEAST DRIVE

MAD TRAP

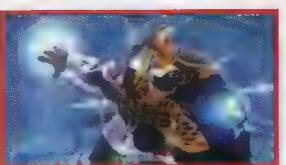
↓ ← → ↓ ← → + B



A counter move with a twist, Mad Trap deals 30 damage even if the opponent doesn't strike, but remains in front of the crouching Shina. Mad Trap is effective against all incoming attacks, except throws.

CROSS BLADE ZAPPER

↓ ← → ↓ ← → + B



Cross Blade Zapper begins with three huge swipes of Shina's claws; the first must hit in order to completely execute the Beast Drive. Even if the first misses, the next two swipes follow up. If either of the pair connects, the opponent is launched into the air.

SHINA

STUN THE INSECT

Stun was a dedicated genetics research worker at TYRON. He thought his colleague Busuzima was both his good friend and rival, but one day, Stun learned the evil plot of Busuzima and TYRON. Stun was transformed into a beast-man for knowing too much. The mark appeared on him and now gnaws at him both mentally and physically. One day his old friend, a female spy named Jenny, came to see him and told him that she would lead him to the place to fight against the evil beast-men.



STANDING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Solid Kick	K	10	M	
Blush High Kick	K	17	H	Back to opponent
Dual Solid Kick	K	18	L	Dashing Attack/2 Hits/Trip
Knee Blast	→ → K	17	M	Knockback
Rising Attack	K	15	M	
Thrust Kick	→ + K	14	M	
Launching Kick	← + K	20	H	
Leg Guillotine	↑ + K	22	M	Block Break/Bounce
Bone Scratch	↓ + K	4	L	Opponent must be on ground
Hornet Grab	↓ ↘ → + K	28	M	2 Hits
Grasshopper Leg	↓ ↙ ← + K	17	M	Block Attack
Shell Punch	P	12	H	
Spinal Break	P	12	H	Back to opponent
Shell Tackle	P	22	H	Dashing Attack/Block Break/Knockback
Body Slasher	→ → P	15	ML	3 Hits/Block Break/Bounce
Bio Force Throw	→ + P	8	M	Launch
Varmint Blow	← + P	26	M	Block Break/Knockback
Lightning Mine	→ ← + P	28	L	
Bio Shock	← → + P	25	H	2 Hits
Head Crasher	↑ + P	17	H	Bounce
Extra Crash	↓ + P	4	L	Opponent must be on ground
Spider Drop	↓ ↘ → + P	26	H	
Antler Bomb	↓ ↙ ← + P	42	L	3 Hits

CHAINS

NAME	COMMANDS
Shell Rush Forward	P, P, P (to Group A)
Assault Slash Forward	$\downarrow + P$ (to Group A)
Varmint Upper Forward	$\downarrow + P$ (to Group A)
Shell Rush	P, P, P
Shell Rush Guillotine	P, P, P, K
Shell Spike	P, K
Shell Slasher	P, K, P, P
Hand Knife Combination	$\downarrow + P, K$
Solid Cutter Combo	K, P, P
Thrust Blow	$\rightarrow + K, K, \leftarrow + P$
Combination Antler Bomb	$\rightarrow + K, \downarrow + K, \downarrow \leftarrow + P$
Brain Crash Bomb	$\downarrow \uparrow + BL, \downarrow \downarrow + BL$
Dark Sanction Combination	$\rightarrow \downarrow \leftarrow + BL, \downarrow \downarrow + BL$ $\downarrow \uparrow + BL$



CRUCHING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Knee Crash	$\downarrow + K$	8	L	
Ground Blush Attack	$\downarrow + K$	16	L	Back to opponent/Trip
Leg Upper	$\downarrow \downarrow K$	16	M	From duck position/Launch
Ground Step	$\downarrow + K$	N/A	N/A	Sidestep
Heel Hammer	$\downarrow + K$	13	L	2 Hits
Hand Knife	$\downarrow + P$	8	ML	
Varmint Nail	$\downarrow + P$	10	ML	Back to opponent
Ground Scalpel	$\downarrow \downarrow P$	13	M	From duck position/Stagger
Varmint Upper	$\downarrow + P$	13	HM	
Assault Slash	$\downarrow + P$	14	M	

BEAST FORM CHAINS

NAME	COMMANDS
Chaos Beetle Rush Step	B, B, \downarrow + B, \downarrow + B (to Group A)
Mantis Fang Forward	$\downarrow + B, \downarrow + K$ (to Group A)
Horn Chop Forward	$\uparrow + B, \downarrow + K$ (to Group A)
Chaos Beetle Rush	B, B, \downarrow + B, \downarrow + B
Violence Beetle Rush	B, B, \downarrow + B, \downarrow + B $\uparrow + B$



JUMPING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Jumping High Kick	$\uparrow K$	16	HM	
Jumping Back Kick	$\uparrow \rightarrow + K$	22	M	Block Break/Knockback
Jumping Back Kick	$\uparrow \leftarrow + K$	22	M	Block Break/Knockback
Flying Shell Punch	$\uparrow P$	8	HM	
Bug Press	$\uparrow \rightarrow / \leftarrow + P$	26	M	Block Break/Bounce

GROUP A

NAME	COMMANDS
Ground Scalpel	$\downarrow + K, \downarrow + P$
Leg Upper	$\downarrow + K, \downarrow + K$



THROWS

MOVE NAME	COMMAND	DAMAGE	NOTES
Cling Throw	$\rightarrow + BL$	33	Opponent lands facing Stun's back
Stun Throw	$\rightarrow + BL$	38	Face opponent's back
Stun Bomb	$\rightarrow + BL$	38	Facing crouching opponent
Spiral Raid	$\downarrow \downarrow + BL$	44	Facing crouching opponent
Air Bomber	$\rightarrow + BL$	30	Air throw; must face opponent
Drag	$\leftarrow + BL$	N/A	End facing opponent's back
Dark Sanction Combination	$\rightarrow \downarrow \leftarrow + BL$	27	Follow ups
Brain Crash Bomb	$\downarrow \uparrow + BL$	33	Follow up

STUN

SPECIAL MOVES

LIGHTNING MINE

↔ → + P



Lightning Mine is a Block Break attack, and it has the additional benefit of ending with the opponent on the ground, open for a follow-up attack. Due to Stun's long arms, this move has a good bit of range.

BIO SHOCK

↔ ← + P



Upon executing Bio Shock, Stun summons lightning from underground to briefly stagger opponents. Unfortunately, the half-step back Stun takes before he summons the lightning puts him just out of range for follow-up attacks.

GRASSHOPPER LEG

↔ ← → + K



Grasshopper Leg serves as Stun's Block Attack and pokes opponents away. Because Stun lacks speed, it's better to keep opponents in close, so avoid using this move unless you need some breathing space.

SPIDER DROP

↓ ↖ ↘ + P



Spider Drop is Stun's best bet to escape being trapped against a wall or in a corner. You can also use this move to snag opponents out of the air, whether jumping on their own or launched up by an attack.

HORNET GRAB

↓ ↖ ↘ + K



While inflicting slightly higher damage than other attacks, Hornet Grab ends with Stun bouncing opponents a good distance away. Play to Stun's strength by keeping opponents close enough to take advantage of his combination throws.

ANTLER BOMB

↓ ↖ ↘ + P



Antler Bomb is the final piece of Stun's command attacks that grab and bounce opponents away. Antler Bomb strikes Low, Hornet Grab attacks Medium, and Spider Drop hits High. Unlike Spider Drop, which can grab opponents out of the air, Antler Bomb is unable to snatch opponents lying on the ground.

HAND KNIFE COMBINATION

↓ + P, K



The reach on the kick of the Hand Knife Combination is considerable. Use it to surprise opponents who believe they are out of Stun's attack range.

SHELL RUSH GUILLOTINE

P, P, P, K



The first two punches appear rather slow, but they work to set up the third punch and somersault kick. The kick is a Block Break attack, and it slams opponents into the ground, setting them up for a follow-up attack.

SOLID CUTTER COMBO

K, P, P



Despite the angle that each attack takes, Solid Cutter Combo's strikes all hit Medium. None of the moves combo, so save this attack for pressuring opponents as you look for an opening to use Stun's combination throws.

SHELL SLASHER

P, K, P, P



A surprisingly quick succession of four strikes that start High and end Medium. Because only the first punch and kick combo, it isn't a bad idea to cut off the chain there and mix in the final two punches against opponents who forget to block.

THRUST BLOW

→ + K, K, ← + P



Like Shell Slasher, the first two moves (also known as Thrust Knee Smash) do combo and execute quicker than most other attacks at Stun's disposal. Unlike Shell Slasher, the opponent blocking the final blow isn't a concern. The punch comes out after a slow wind up, but it's a Block Break attack.

BRAIN CRASH BOMB

↓ ↗ ↘ + BL, ↓ ↙ ↖ + BL



Brain Crash Bomb's second input requires some precise timing to properly execute, so be sure to practice until it is automatic. Hit the button just as Stun slams the opponent to the ground to execute the second half of this throw.

DARK SANCTION COMBINATION

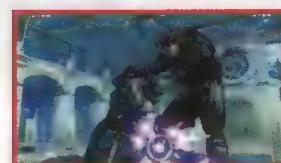
→ ↗ ↘ ↙ + B, ↓ ↙ ↖ + B, ↓ ↑ + B



One of the most devastating non-Beast Drive moves in the game, Dark Sanction Combination also requires a bit of practice to get a feel for the timing of the secondary inputs.

COMBINATION ANTLER BOMB

→ + K, ↓ + K, ↓ ↙ ↖ + P



Consider this chain as more of a set up move to land an Antler Bomb instead of a combo. The first kick strikes Medium, while the second kick and Antler Bomb both go Low.

STUN

STUN

In Hyper-Beast Form, Stun gains the Speed Up and Power Block abilities.



BEASTORIZIZE BUTTON ATTACKS - HUMAN FORM

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Beast Pose		2	M	Gain Beast Energy/Blue Beast Gauge
Beastorize		5	M	Change to Beast
		46	M	Dashing Attack/Change to Beast
		4	M	Change to Beast
		41	M	Change to Beast
		5	M	Change to Beast

BEASTORIZIZE BUTTON ATTACKS - BEAST AND HYPER-BEAST FORMS

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Beetle Heading		14	M	
Dual Claw Kick		24	M	Back to opponent/Knockback
Jet Beetle		46	M	Dashing Attack/Block Break/Knockback
Powered Bug Heading		24	M	Block Break/Knockback
Rolling Bug Heading		21	M	
Thrust Bug Heading		36	M	
Mantis Fang		10	L	Trip
Bug Claw		20	L	Back to opponent/Trip
Horn Chop		31	M	Bounce
Horn Press		10	L	Opponent must be on ground
Ground Horn		22	L	From duck position/Trip
Bug Middle		17	M	Block Break/Launch
Bug Ground		24	L	
Flying Bug Kick		24	M	Launch
Bug Press		33	M	Block Break/Bounce
Bioreject		29	M	Counter against High Attacks
Riot Beetle		41	M	3 Hits

NEW MOVES FOR BEAST MODE

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Bug Energy		40		5 Hits/Knockback
VTOL Buster		96/91	H	5 Hits
Boosting Burst		116/112	M	3 Hits

SPECIAL MOVES

CHAOS BEETLE RUSH

B, B, ↓ + B, ↓ + B



The first two attacks of Chaos Beetle Rush hit Middle and combo. If these attacks are blocked, follow up with the pair of ↓ + B to strike Low and trip up opponents.

VIOLENCE BEETLE RUSH

B, B, ↓ + B, ↘ + B, ↑ + B



This is an excellent string of attacks that hits at all heights. The first two attacks combo, as do the last two, with the ↓ + B serving as the link between. The final strike bounces opponents off the ground, leaving them open for follow-up attacks.

BEAST DRIVE

VTOL BUSTER

↓ ↘ ↗ ↓ ↘ ↗ + B



The short hop into the air slightly delays the opening of this High-striking move. Although Stun lands with his back to opponents, they remain on the ground long enough for him to quickly turn and tack on a follow-up move.

BOOSTING BURST

↓ ↘ ↗ ↓ ↘ ↗ + B



Boosting Burst has exceptionally short range, but makes up for this deficiency with its inability to be blocked or evaded. This is a devastating attack that you should use as often as Stun's Beast Gauge allows.

STUN

URIKO THE HALF BEAST

When TYRON discovered that Uriko had inherited the ability to beastorize from her mother, they abducted her. When she tried to escape, she was recaptured and transformed into an artificial beast-man machine. Now she cannot transform into a complete beast-man because of an experimental side effect. Bored with her daily routine, she sets out to follow her adopted sister Alice, along with Yugo, to find the meaning of the mark.



Age: 15
Gender: Female
Boss: Cronos



STANDING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Mirror Break Thigh	(K)	9	M	
Half Beast Cyclone Kick	(K)	10	M	Back to opponent/ To Six-Level Combo Ring
Spin Dance	(K)	15	H	Dashing Attack/Launch
Serial Kick	→ → (K)	20	HM	3 Hits
Rising Attack	(K)	20	M	
Right Kick	→ + (K)	8	M	
Paradise Cyclone: Lower	← + (K)	13	H	
Paradise Cyclone: Upper	↑ + (K)	13	H	
Stone Kick	↓ + (K)	8	M	Opponent must be on ground
Mt. Fuji Cross Kick	↓ ↘ → + (K)	26	H	Block Break/Knockback
Flying Swallow Drop Kick	↓ ↘ ← + (K)	9	M	
Scissors Trail	(P)	8	H	
Apricot Drop	(P)	14	M	Back to opponent/2 Hits
Throwing Punch	(P)	22	M	Dashing Attack/Knockback
Supreme Penetrating Bow	→ → (P)	N/A	N/A	Roll/Follow ups
Jade Top Elbow	→ + (P)	12	M	To Six-Level Combo Ring (→ + (P))
Turning Slap	← + (P)	20	M	
Dashing Punch	→ → + (P)	20	HM	
Double Sky Slap	↑ + (P)	9	M	Stagger
Ground Drum	↓ + (P)	4	L	Opponent must be on ground/2 Hits
Double Sweeping Punch	↓ ↘ → + (P)	18	M	5 Hits
Face Slap	↓ ↘ ← + (P)	9	H	Block Attack

CHAINS

NAME	COMMANDS	
Thunder Ring Furious Sky Attack	P, P, P, P, P	S
Thunder Ring Attack	P, P, P, P, $\rightarrow + P$	
Thunder Ring Half Beast Kick	P, P, P, P, K	
Thunder Ring Cat Tail Cyclone Kick	P, P, P, P, K, B	
All Around 1-2-3	P, K, K, $\uparrow + K$	L
Rolling Punch	$\rightarrow \rightarrow P, P$	T
Supreme Penetrating Bow Thigh	$\rightarrow \rightarrow P, K$	L
Double Kick Combination	$\rightarrow + K, K$	S
Sparkling Cherry Blossoms Trick	$\downarrow + P, \downarrow + K$	T
Consecutive Cat Nail Slash	$\downarrow \downarrow P, \rightarrow + B$	L

SIX-LEVEL COMBO RING: OPENING CHAINS

NAME	COMMANDS	
Thunder Dance	P, P, $\leftarrow + P, P$	
Thunder Blade	P, P, $\downarrow + P$ (to $\downarrow + P$)	
Cyclone Half Beast Kick	$\nwarrow + K, K$	
Thunder Half Beast Kick	$\leftarrow + B, K$	

BEAST FORM CHAINS

NAME	COMMANDS	
Dance of the Cat	B, B, B	B

SKY SWEEPING CHAINS

(AFTER $\downarrow \nwarrow \leftarrow + C$)

NAME	COMMANDS	
Phoenix Dance	$\downarrow + B, \downarrow + B$	T
Phoenix Run	$\uparrow + B, \uparrow + B$	B
Wings of the Phoenix	$\leftarrow + B, \leftarrow + B$	T
Phoenix Scale	$\rightarrow + B, \rightarrow + B$	L
Wind Blow	B, B, B, B	L

CROUCHING				
MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Ax Slash Kick	$\downarrow + K$	8	L	
Somersault Brush Kick	$\downarrow + K$	9	L	Back to opponent/Trip
Turning Over Kick	$\downarrow \downarrow K$	17	M	From duck position/2 Hits/Knockback
Rolling Ax Kick	$\nwarrow + K$	17	HM	2 Hits
Tricky Weasel	$\nwarrow + K$	8	L	
Pampas Grass Punch	$\downarrow + P$	6	ML	
Rear Shin Break	$\downarrow + P$	12	L	Back to opponent
Consecutive Attack	$\downarrow \downarrow P$	10	M	From duck position/2 Hits
Double Fist				
Hawk Punch	$\nwarrow + P$	16	M	
Double Wing Elbow	$\nwarrow + P$	14	M	Stagger/To Six-Level Combo Ring (P)

JUMPING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Flying Kick	$\uparrow K$	9	HM	
Wind Demolition	$\uparrow \rightarrow + K$	22	M	Block Break/Knockback
Wind Demolition	$\uparrow \leftarrow + K$	22	M	Block Break/Knockback
Jumping Slap	$\uparrow P$	8	HM	
Angry Attack	$\uparrow \rightarrow / \leftarrow + P$	26	M	Block Break/Bounce

THROWS

MOVE NAME	COMMAND	DAMAGE	NOTES
Shadowy Hand Throw	$\rightarrow + BL$	20	2 Hits
Screw Steel Drop	$\rightarrow + BL$	54	Face opponent's back/3 Hits
Destruction	$\rightarrow + BL$	3	Facing crouching opponent/Stagger
Sky Throw	$\rightarrow + BL$	30	Air throw; must face opponent
Swing Throw	$\downarrow \nwarrow \rightarrow + BL$	N/A	Stagger

SPECIAL MOVES

ROLLING PUNCH

→ → P, P

Uriko's roll is an excellent tool to use in avoiding High attacks. Pressing P while in the Roll executes the Low-striking Rolling Punch. Using K while in the Roll results in the Supreme Penetrating Bow Thigh, a Medium-striking Launch.



FLYING SWALLOW DROP KICK

↓ ← ← + K

When Uriko first makes contact with the Flying Swallow Drop Kick, you can take one of three options. Press → or ← to change the side on which she will land. Hit B for a follow-up attack and change to Beast Form (if she's not already in it).



THUNDER DANCE

P, P, ← + P, P



This chain leads to Uriko's Six-Level Combo, and it's a big mistake not to immediately start into the combo. If you perform this chain with nothing to follow it, Uriko balances on one foot, defenseless.

ALL AROUND 1-2-3

P, K, K, ↑ + K



All Around 1-2-3 is a punch lead-in to one of the Cardinal God Five Layer chains, which is discussed later in this section. The ↑ + K will launch opponents when it connects cleanly.

DOUBLE KICK COMBINATION

→ + K, K



You must input the second kick very quickly after the first, or it will not come out. Despite the height at which Uriko's feet lash out, both kicks strike Medium, making Double Kick Combination effective against crouching opponents.

THUNDER BLADE

P, P, ↓ + P



Thunder Blade is a safer lead-in to the Six-Level Combo Ring than Thunder Dance—it doesn't leave Uriko balancing on one foot! However, it is limited in that it links only to Grasp Sun & Moon (↓ + P). Thunder Blade is a rare chain that strikes at all three levels in consecutive hits, going High, Medium, and Low respectively; this makes it difficult to defend against.

PHOENIX SIX-LEVEL COMBO RING

Start from any one of the commands within the chart below and use as many as six moves to finish the Combo Ring attack. Once you start, go through the Combo Ring from one direction to another following the arrow.

Single Cobalt/(Beast Form) Triple Cobalt (12 damage)

P



Rebellious Kick (8 damage)

→ + K



Cornered Mouse Attack (10 damage)

→ + P



Twin Nail Thigh Drop (12 damage)

K

Grasp Sun & Moon (9 damage)

↓ + P

Grass Piercing Thigh (8 damage)

↓ + K

PHOENIX SIX-LEVEL COMBO RING FINISHING

MOVE NAME	COMMAND	DAMAGE	NOTES
Heaven's Despair	← + P	37	Block Break/2 Hits/Knockback
Mt. Fuji Cross	← + K	38	Block Break/Stagger
Cont. Gem Bombardment	↓ ↓ + P	34	7 Hits/Bounce
Scream Dream	↓ → + K	31	Block Break/2 Hits/Bounce
Und. Snow Cont. Kick	↓ ↓ + K	8	2 Hits/Trip
Jaw Buster	→ → + P	9	2 Hits/Launch

CARDINAL GODS FIVE LAYERS

Start from any one of the commands within the chart below. Once you start, go through the Combo Ring from one direction to another, following the arrow. It is not possible to go backward to complete the combo. The combo ends with the opportunity either to start into the Six-Level Combo (end with K), or to launch the opponent into the air (end with ↑ + K).

Mirror Break Thigh (9 damage)

K

Ax Slash Kick (8 damage)

↓ + K



Paradise Cyclone: Upper (13 damage)
(Launch if not first hit)

↑ + K



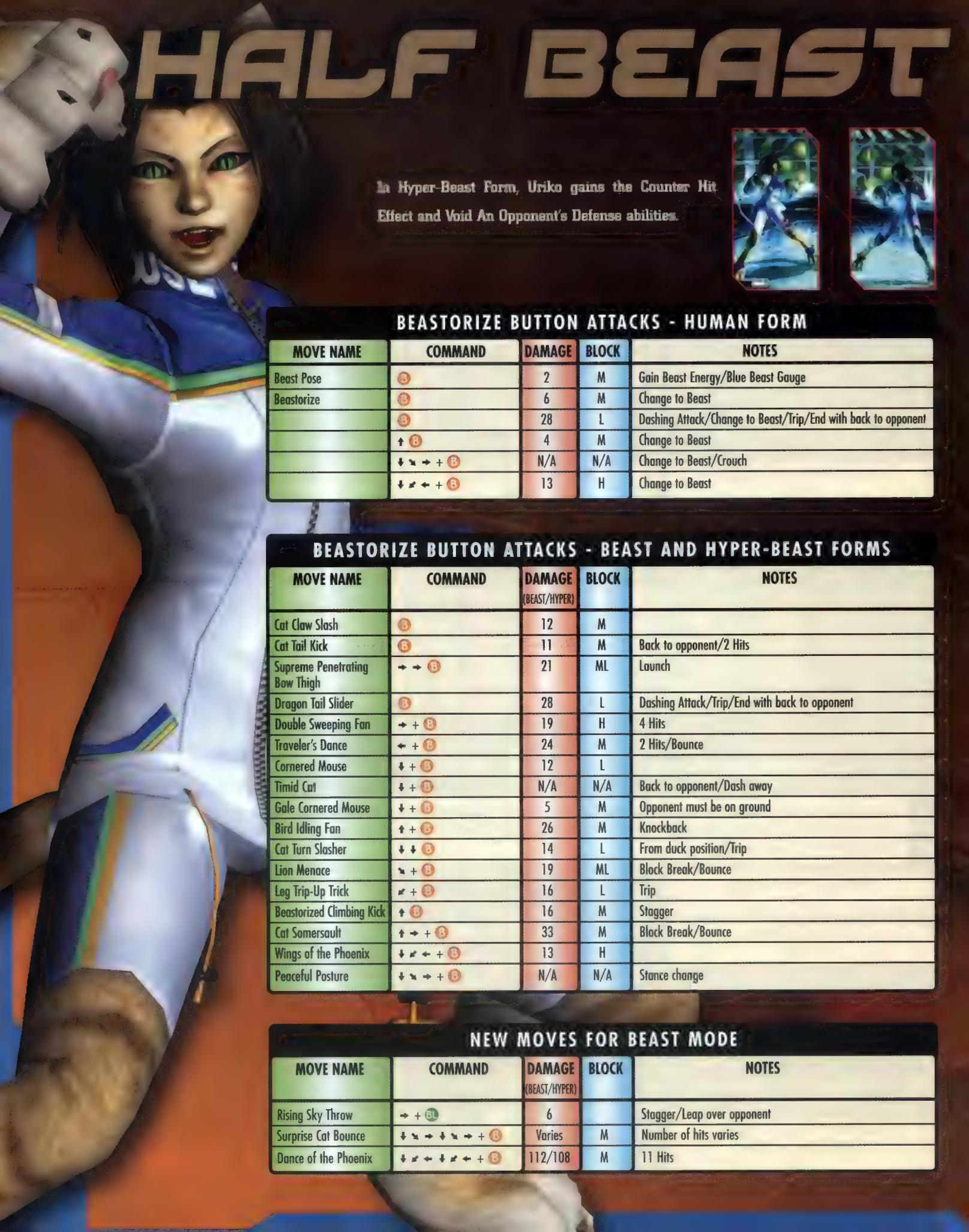
Thigh: Pivot (9 damage) (to Six-Level
Combo Ring, any K)

K



Paradise Cyclone: Lower (13 damage)
↓ + K

URIKO



HALF BEAST

In Hyper-Beast Form, Uriko gains the Counter Hit Effect and Void An Opponent's Defense abilities.



BEASTORIZIZE BUTTON ATTACKS - HUMAN FORM

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Beast Pose	Ⓐ	2	M	Gain Beast Energy/Blue Beast Gauge
Beastorize	Ⓑ	6	M	Change to Beast
	Ⓑ	28	L	Dashing Attack/Change to Beast/Trip/End with back to opponent
	↑ Ⓐ	4	M	Change to Beast
	↓ Ⓑ ← + Ⓐ	N/A	N/A	Change to Beast/Crouch
	↓ Ⓑ ← + Ⓐ	13	H	Change to Beast

BEASTORIZIZE BUTTON ATTACKS - BEAST AND HYPER-BEAST FORMS

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Cat Claw Slash	Ⓐ	12	M	
Cat Tail Kick	Ⓑ	11	M	Back to opponent/2 Hits
Supreme Penetrating Bow Thigh	→ → Ⓐ	21	ML	Launch
Dragon Tail Slider	Ⓑ	28	L	Dashing Attack/Trip/End with back to opponent
Double Sweeping Fan	→ + Ⓐ	19	H	4 Hits
Traveler's Dance	→ + Ⓐ	24	M	2 Hits/Bounce
Cornered Mouse	↓ + Ⓐ	12	L	
Timid Cut	↓ + Ⓐ	N/A	N/A	Back to opponent/Dash away
Gale Cornered Mouse	↓ + Ⓐ	5	M	Opponent must be on ground
Bird Idling Fan	↑ + Ⓐ	26	M	Knockback
Cat Turn Slasher	↓ ↓ Ⓐ	14	L	From duck position/Trip
Lion Menace	↖ + Ⓐ	19	ML	Block Break/Bounce
Leg Trip-Up Trick	↖ + Ⓐ	16	L	Trip
Beastorized Climbing Kick	↑ Ⓐ	16	M	Stagger
Cat Somersault	↑ → + Ⓐ	33	M	Block Break/Bounce
Wings of the Phoenix	↓ ↖ ← + Ⓐ	13	H	
Peaceful Posture	↓ ↖ ← + Ⓐ	N/A	N/A	Stance change

NEW MOVES FOR BEAST MODE

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Rising Sky Throw	→ + BL	6		Stagger/Leap over opponent
Surprise Cat Bounce	↓ ↖ ← ↓ ↖ ← + Ⓐ	Varies	M	Number of hits varies
Dance of the Phoenix	↓ ↖ ← ↓ ↖ ← + Ⓐ	112/108	M	11 Hits

SPECIAL MOVES

73

PEACEFUL POSTURE

↓ ↘ ↗ + B

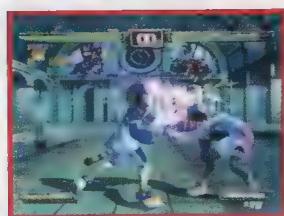
Peaceful Posture is actually a change in stance that accesses a new set of commands. The commands are:



NAME	COMMAND	NOTE
Face Wash Peace	P	Low attack
Rubbing Nail Peace	K	3-Hit Low attack
Thunderclap Peace	B, B	String of High attacks
Timid Cat: RE Upper	→	Move in direction faced
Timid Cat: RE Lower	←	Move in direction opposite one faced
Cat Turn Peace	↑ + B	Back flip kick/Launch

DANCE OF THE CAT

B, B, B



This is another chain that deceptively always hits Medium—not the two punches that open the chain, but the cartwheel kick that appears to come over the top, but hits Medium instead of High.

BEAST DRIVE

SURPRISE CAT POUNCE

↓ ↘ ↗ → + B



Surprise Cat Pounce begins with Uriko jumping on her opponent's head, creating a giant pinball and rolling it around the stage with both her and the opponent inside. The amount of damage she inflicts depends on how many walls she strikes, making this move very effective on smaller stages. Use → and ← to alter the trajectory of the glowing sphere and steer into as many walls as possible.

DANCE OF THE PHOENIX

↓ ↘ ↗ ← + B

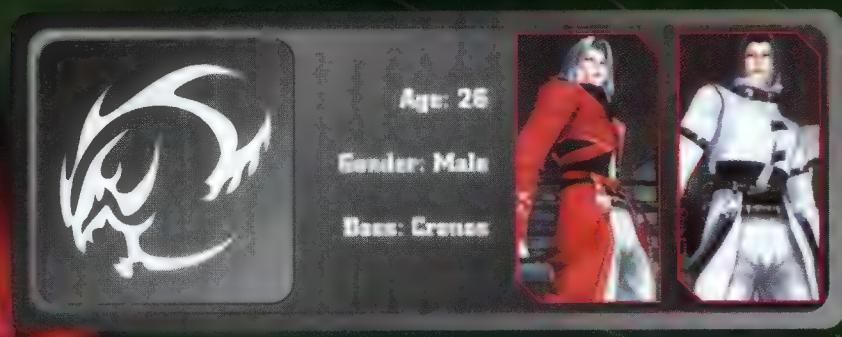


Dance of the Phoenix is one of the most difficult Beast Drives to land cleanly on opponents. Uriko sprints in the direction opposite the one she faces (use → and ← to alter her direction) until she encounters a wall. At the wall, she runs up and back-flips off of it toward the center of the stage. If the opponent is close enough, Uriko lands on his or her shoulders and finishes the attack.

URIKO

KION THE UNBORN

There is a relic of ancient time called "Tabula of the Thousand Beasts." This tabula, once obtained, will bestow all the power of the beast-men onto one beast-man. The tabula is sealed and protected by a curse. Xion is one who has the ability to unseal the tabula and release its power. He believes in this power and dreams of becoming an all-powerful being—even at the cost of his sister's life.

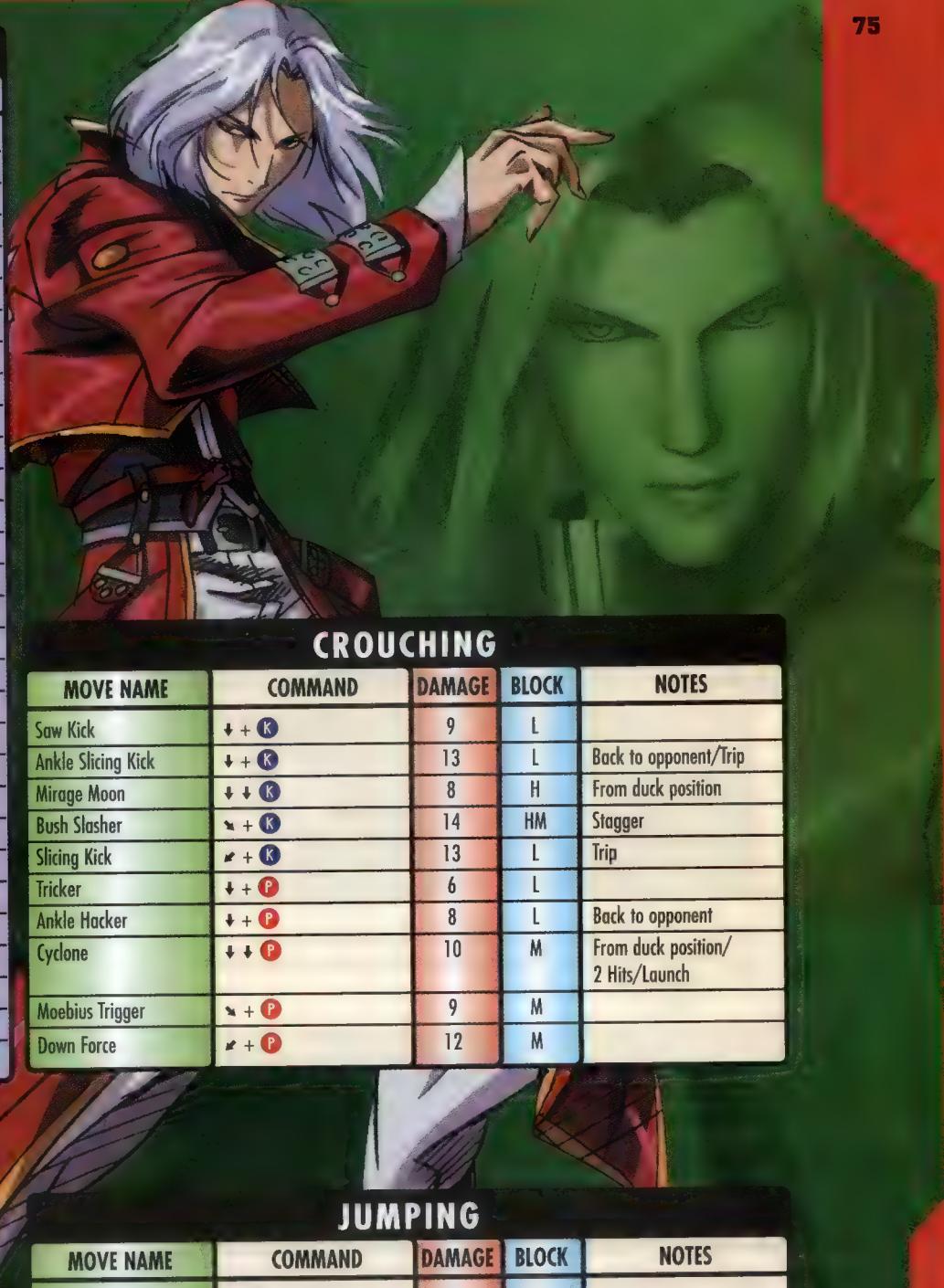


STANDING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Knee Kick	K	8	M	
Over Head Kick	K	16	H	Back to opponent/ Fixed distance flip
Sliding Kick	K	20	L	Dashing Attack/Trip
Breaker	→ → K	13	H	Block Break
Rising Attack	K	17	M	
Hunter	→ + K	12	H	
Half Moon	← + K	14	M	
Absolute Axis	↑ + K	8	M	Stagger/End facing opposite direction
Crater Maker	↓ + K	8	M	Opponent must be on ground
Somersault Kick	↓ ↘ → + K	31	M	2 Hits/Bounce
Royal Kick	↓ ↙ ← + K	14	M	Launch
Hacker	P	8	H	
Brandish	P	9	M	Back to opponent
Hard Knock	P	17	M	Dashing Attack/Knockback
Core Smasher	→ → P	14	M	Knockback
Twilight Master	→ + P	12	M	
Corrupt Link	← + P	12	M	
Baoque Rain	↑ + P	18	M	Bounce
Earthy Punch	↓ + P	5	L	Opponent must be on ground
Aero Punch	↓ ↘ → + P	17	HM	Stagger
Crown Punch	↓ ↙ ← + P	21	M	Block Attack/Knockback

CHAINS

NAME	COMMANDS	
C-A-I-N	P, P, P, P	B
A-B-E-L	P, P, ↓ + P, P	T
Crimson Lunatic	P, P, P, K, K, K, K	K
	P, P, P, K, K, K, ← + K	
	P, P, P, B, B, B	L
Lunatic Attack	P, P, K	S
Shadow Lancer	P, P, ← + K	
Paradise Lost	→ + P, P, B	L
Crusader	← + P, P	
Baroque Dream	↑ + P, P	K
Moebius	↘ + P, P	
Moebius Kick	↘ + P, P, K	
Moebius Deluxe	↘ + P, P, ← + K	
Down Force	↙ + P, P	B
	↙ + P, P, ← + K, K	T
	↙ + P, P, ↓ + K	
	↙ + P, P, ↑ + K	S
Velvet Chain	K, K, K	
Chain Breaker	K, K, B	
Guilty Chain	K, K, ↓ + K, K, K, K, K	B
Mystic Rink	→ + K, P, K	
Mystic Slicer	→ + K, K, K	
	→ + K, P, ↓ + K	T
Dominion Moon	← + K, K	B
Breaker	→ → K, K	
Spiral Babel	→ → K, K, K, K, K	K
Shadow Babel	→ → K, K, ← + K	
Shadow Babel EX	→ → K, K, K, ← + K	
Lost Babel	→ → K, K, K, ↓ + K	T
Silhouette Moon	↓ ↓ K, K	S



CRUCHING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Saw Kick	↓ + K	9	L	
Ankle Slicing Kick	↓ + K	13	L	Back to opponent/Trip
Mirage Moon	↓ ↓ K	8	H	From duck position
Bush Slasher	↘ + K	14	HM	Stagger
Slicing Kick	↙ + K	13	L	Trip
Tricker	↓ + P	6	L	
Ankle Hacker	↓ + P	8	L	Back to opponent
Cyclone	↓ ↓ P	10	M	From duck position/2 Hits/Launch
Moebius Trigger	↘ + P	9	M	
Down Force	↙ + P	12	M	

JUMPING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Aero Kick	↑ K	8	HM	
Aero Smash	↑ → + K	18	M	Block Break/Knockback
Aero Smash	↑ ← + K	18	M	Block Break/Knockback
Air Slash	↑ P	6	HM	
Riot Rain	↑ → / ← + P	24	M	Block Break/Bounce

BEAST FORM CHAINS

NAME	COMMANDS	
Tyrant	B, B, B	L
Rubbisher	B, B, K	T
Executioner's Throw	B, K, K	S
Executioner's Virtue	B, K, B	T
Phantom 1	B, P	
Phantom 2	B, P, P, P	B
	B, P, K, K, K, K	K
	B, P, B, B, B	L
Darkness Baron	→ + B, B, B, B, ↑ + K	L
Barubaroi	→ → B, B, B	L
Striker	↓ + B, B	
Nail Driver	↓ + B, ↓ + B	
Song to Naught	↓ ↓ B, B	S

THROWS

MOVE NAME	COMMAND	DAMAGE	NOTES
Million Tower Attack	→ + BL	34	
Aero Throw	→ + BL	35	Face opponent's back
Requiem Attack	→ + BL	37	Facing crouching opponent/4 Hits
Bloody Throw	↓ ↘ → + BL	37	

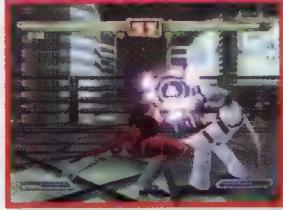
NOIR



SPECIAL MOVES

MOEBIUS

↓ + P, P



Moebius on its own is a pair of punches that hit Medium, despite how they appear to come out on screen. Mix using Moebius with Moebius Kick (add a K) and Moebius Kick Deluxe (add ← + K).

LUNATIC ATTACK

P, P, K



Mix the use of Lunatic Attack and Shadow Lancer (← + K) to keep opponents guessing about when to block the kick behind the two punches.

GUILTY CHAIN

K, K, ↓ + K, K, K, K



While the full Guilty Chain is an impressive sight, it's also possible to stop after the ↓ + K stagger and switch to a different attack.

C-A-I-N

P, P, P, P



The four hits of C-A-I-N alternate between High and Medium, making it slightly less effective than A-B-E-L. While the last hit will bounce opponents, it does so by pushing them out of easy follow-up attack range. Mix in the use of C-A-I-N with Xion's other chains that start with P P to maximize its effectiveness.

A-B-E-L

P, P, ↓ + P, P



A-B-E-L hits at all levels, starting High and ending Low, making it an effective pressuring tool. The final punch also trips up opponents, leaving them open for a follow-up attack.

PARADISE LOST

→ + P, P, B



Keep Paradise Lost in mind when it's time for Xion to switch to Beast Form. It reduces the delay between the change to Beast Form and being able to act. Additionally, the B launches opponents that are unprepared for an attack.

VELVET CHAIN

K, K, K



The first two kicks combo, and the final kick is a Block Break. It's best to use this move as a set up to the higher damage Guilty Chain or Chain Breaker when the Beast Gauge allows it.

MYSTIC SLICER

→ + K, K, K



This is a deceptive chain that hits all three levels, moving from High to Low to Medium. For a little variety, hit with the first two kicks, then use Absolute Axis for extra damage.

MYSTIC RINK

→ + K, P, K



While none of Mystic Rink's attacks combo, this chain ends with a flip kick that strikes the opponent's back. After the initial kick and punch, the final kick is of the leaping variety and is nearly impossible to avoid.

SPIRAL BABEL

→ → K, K, K, K, K



Be sure to start this chain in close, because the opening move is not Xion's dashing kick attack. Because Spiral Babel begins with a Block Break, it always has a good chance of inflicting some damage.

CRIMSON LUNATIC

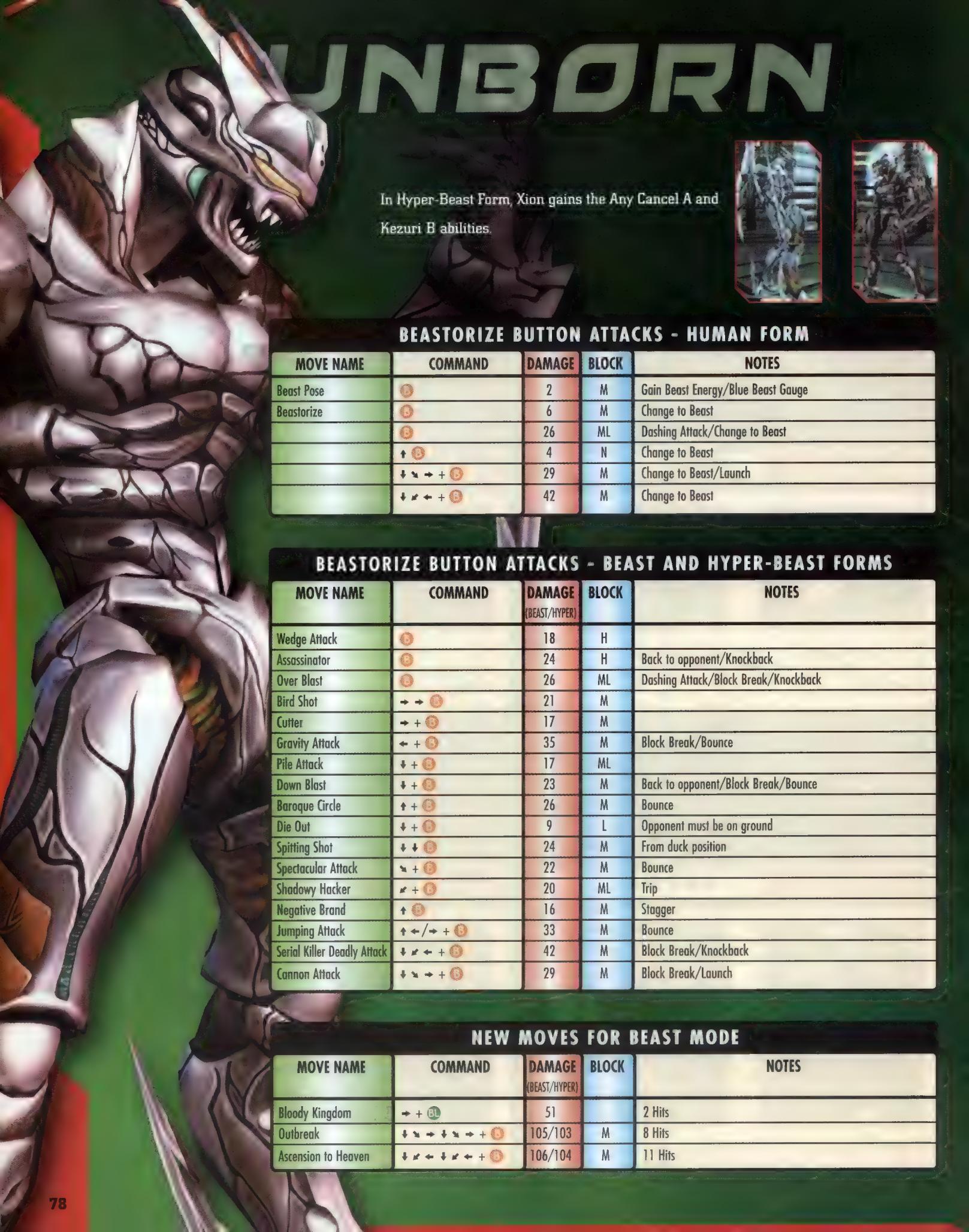
P, P, P, K, K, K, K



Two things stand out about Crimson Lunatic: first, it attacks all levels; second, it ends with a Block Break kick that knocks opponents across the screen.

XION





XION

In Hyper-Beast Form, Xion gains the Any Cancel A and Kezuri B abilities.



BEASTORIZIZE BUTTON ATTACKS - HUMAN FORM

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Beast Pose		2	M	Gain Beast Energy/Blue Beast Gauge
Beastorize		6	M	Change to Beast
		26	ML	Dashing Attack/Change to Beast
		4	N	Change to Beast
		29	M	Change to Beast/Launch
		42	M	Change to Beast

BEASTORIZIZE BUTTON ATTACKS - BEAST AND HYPER-BEAST FORMS

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Wedge Attack		18	H	
Assassinator		24	H	Back to opponent/Knockback
Over Blast		26	ML	Dashing Attack/Block Break/Knockback
Bird Shot		21	M	
Cutter		17	M	
Gravity Attack		35	M	Block Break/Bounce
Pile Attack		17	ML	
Down Blast		23	M	Back to opponent/Block Break/Bounce
Baroque Circle		26	M	Bounce
Die Out		9	L	Opponent must be on ground
Spitting Shot		24	M	From duck position
Spectacular Attack		22	M	Bounce
Shadowy Hacker		20	ML	Trip
Negative Brand		16	M	Stagger
Jumping Attack		33	M	Bounce
Serial Killer Deadly Attack		42	M	Block Break/Knockback
Cannon Attack		29	M	Block Break/Launch

NEW MOVES FOR BEAST MODE

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Bloody Kingdom		51		2 Hits
Outbreak		105/103	M	8 Hits
Ascension to Heaven		106/104	M	11 Hits

SPECIAL MOVES

TYRANT

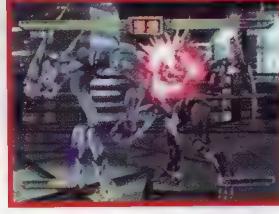
B, B, B



The first two strikes combo, and the third leads to a stagger that twists opponents off to a side. Because it isn't possible to recover from the stagger, tack on an extra attack while the opponent is in the air.

DARKNESS BARON

→ + B, B, B, B, ↑ + K



Darkness Baron isn't Xion's most deceptive chain (all attacks can be blocked Medium), but it deals an exceptional amount of damage and ends by launching opponents into the air.

EXECUTIONER'S VIRTUE

B, K, B



Due to the first hit going High and the next two Low, this is a difficult chain to block. Mix it in with the other chains that begin with B to keep opponents guessing.

BEAST DRIVE

OUTBREAK

↓ ↘ → ↓ ↗ → + B



It is important to note that Outbreak is fully completed only when the first swing (where Xion's arms first lash out) connects, so get a good feel for its range. The ground portion of the move will always execute, but unless the first swing makes contact, the move ends there.

ASCENSION TO HEAVEN

↓ ↘ → ↓ ↗ → ← + B



Ascension to Heaven has more range than Outbreak, but you won't score any damage if the opening swipe misses. Don't be fooled by the opening animation of this move; the first attack hits Medium, not Low.

XION



YUGO THE WOLF

Years ago, Yugo discovered that he was part wolf and that his father had been killed by the menacing corporation TYRON. TYRON was scheming to use his wolverine powers, but he was able to defeat their plot. He is now the leader of NGO and WOC, and he has a mark on his body that identifies him as part beast. Realizing that he has many comrades who also suffer from having the mark, Yugo begins a journey to save them.



STANDING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
High Kick	K	12	H	
Upper Kick	K	17	H	Back to opponent
Ground Slicing Kick	K	20	L	Dashing Attack/Dash
One Step Knee Attack	→ → K	17	HM	
Rising Attack	K	20	M	
Shoot	→ + K	9	M	
Inside Kick	← + K	14	L	
Jumping High Kick	↑ + K	22	M	Stagger
Extra Kick Attack	↓ + K	8	M	Opponent must be on ground
Flicker	↓ ↘ → + K	1	M	Stagger attacking opponent
Counterblow	↓ ↖ ← + K	Varies	H	Block Attack/Takes hit and counters/Damage depends on strength of attack
Jab	P	9	H	
High Uppercut	P	12	H	Back to opponent
Shoulder Tackle	P	24	M	Dashing Attack/Knockback
Counter Hook	→ → P	24	H	Stagger
Heart Break Blow	→ + P	12	M	
Champion Straight Punch	← + P	20	H	
Silver Wolf Knuckle	↑ + P	16	H	Bounce
Fist Drop	↓ + P	4	M	Opponent must be on ground
One Two Body Upper	↓ ↘ → + P	14	H	2 Hits/Step back
Silver Wolf Knuckle	↓ ↖ ← + P	17	HM	Block Attack

CHAMPION STRAIGHT PUNCH CHAINS

NAME	COMMANDS
	← + P, → + P
	← + P, ↓ + P
	← + P, ← + P, P
	← + P, → + P, → + P
	← + P, → + P, ← + P
K	← + P, → + P, ← + P, ↓ + P
B	← + P, → + P, ← + P, ↓ + P
T	← + P, ← + P, ← + P
	← + P, B
	← + P, B, ↓ + P
	← + P, B, ← + P
	← + P, B, ← + P, ← + P
	← + P, B, ← + P, ← + P, ← + P
	← + P, B, ← + P, ← + P, ← + P, ← + P
S	← + P, B, B
	← + P, B, B, ↓ + P
	← + P, B, B, ← + P, ← + P
	← + P, B, B, ← + P, ← + P, ← + P
	← + P, B, B, ← + P, ← + P, ← + P, ← + P
	← + P, B, B, B



CROUCHING				
MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Lower Kick	↓ + K	9	L	
Spiral Kick	↓ + K	16	L	Back to opponent
Jack Knife Kick	↓ ↓ K	16	HM	From duck position
Ducking	↖ + K	N/A	N/A	Sway and advance
Crouching Escape	↗ + K	N/A	N/A	Dash opposite direction faced
Dragon Finish Blow	↓ + P	8	ML	
Middle Hook	↓ + P	9	M	Back to opponent
Smash	↓ ↓ P	16	HM	From duck position
Final Machine Gun Upper	↖ + P	12	HM	
Leg Slash	↗ + P	8	L	Trip

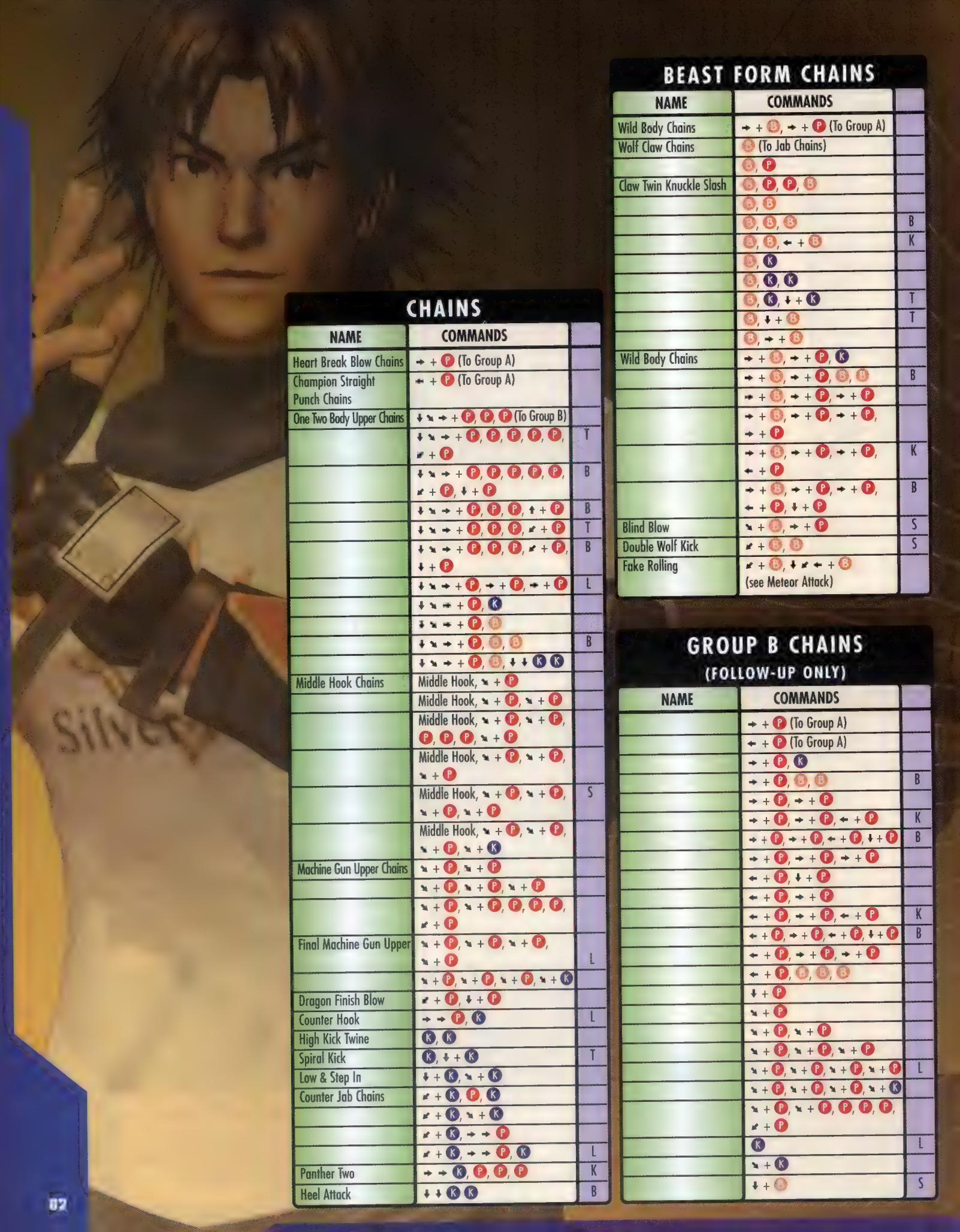
HEART BREAK BLOW CHAINS

NAME	COMMANDS
	→ + P, → + P
	→ + P, → + P, → + P
	→ + P, → + P, ← + P
K	→ + P, → + P, ← + P, ↓ + P
B	→ + P, → + P, ← + P, ← + P
T	→ + P, → + P, ← + P, ← + P, ↓ + P
B	→ + P, → + P, ← + P, ↓ + P
	→ + P, ← + P, P
	→ + P, ← + P, → + P
	→ + P, ← + P, → + P, ← + K
	→ + P, K
	→ + P, B
	→ + P, B, B

JUMPING				
MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Flying Side Kick	↑ K	9	HM	
Diving Kick	↑ → + K	22	M	Block Break/Knockback
Diving Kick	↑ ← + K	22	M	Block Break/Knockback
Jumping Job	↑ P	8	HM	
Flying Hammer & Stamp	↑ → / ← + P	26	M	Block Break/Bounce

THROWS				
MOVE NAME	COMMAND	DAMAGE	NOTES	
Shoulder Throw	→ + BL	25		
Rear Throw	→ + BL	40	Face opponent's back/2 Hits/Stagger	
Slip Down	→ + BL	10	Facing crouching opponent	
Clinch	↓ ↖ → + BL	24	Follow ups	

CHUN-LI



BEAST FORM CHAINS

NAME	COMMANDS
Wild Body Chains	→ +  → +  (To Group A)
Wolf Claw Chains	 (To Jab Chains)
	 
Claw Twin Knuckle Slash	   
	 
	  
	  ← + 
	 
	  
	  ↓ + 
	 ↓ + 
	 → + 
Wild Body Chains	→ +  → +  
	→ +  → +   
	← +  → +  → + 
	→ +  → +  → + 
	→ + 
	→ +  → +  → + 
	← +  ↓ + 
Blind Blow	← +  → + 
Double Wolf Kick	← +  
Fake Rolling	← +  ↓ ← ← + 
	(see Meteor Attack)

CHAINS

NAME	COMMANDS
Heart Break Blow Chains	→ + P (To Group A)
Champion Straight	→ + P (To Group A)
Punch Chains	
One Two Body Upper Chains	↓ ↘ → + P, P, P (To Group B)
	↓ ↘ → + P, P, P, P, P, T
	↗ + P
	↓ ↘ → + P, P, P, P, P, B
	↗ + P, ↓ + P
	↓ ↘ → + P, P, P, ↑ + P, B
	↓ ↘ → + P, P, P, ↗ + P, T
	↓ ↘ → + P, P, P, ↗ + P, B
	↓ + P
	↓ ↘ → + P, → + P, ↗ + P, L
	↓ ↘ → + P, K
	↗ + P, B
	↓ ↘ → + P, B, B
	↓ ↘ → + P, B, ↓ K K
Middle Hook Chains	Middle Hook, ↗ + P
	Middle Hook, ↗ + P, ↗ + P
	Middle Hook, ↗ + P, ↗ + P, P, P, P, ↗ + P
	Middle Hook, ↗ + P, ↗ + P, ↗ + P
	Middle Hook, ↗ + P, ↗ + P, ↗ + P, S
	Middle Hook, ↗ + P, ↗ + P, ↗ + P, ↗ + K
Machine Gun Upper Chains	↗ + P, ↗ + P
	↗ + P, ↗ + P, ↗ + P
	↗ + P, ↗ + P, P, P, P, P, ↗ + P
Final Machine Gun Upper	↗ + P, L
	↗ + P, ↗ + P, ↗ + P, ↗ + P, ↗ + K
Dragon Finish Blow	↗ + P, ↓ + P
Counter Hook	→ → P, K
High Kick Twine	K, K
Spiral Kick	K, ↓ + K
Low & Step In	↓ + K, ↗ + K
Counter Jab Chains	↗ + K, P, K
	↗ + K, ↗ + K
	↗ + K, → → P
	↗ + K, → → P, K
Panther Two	→ → K, P, P, P, K
Heel Attack	↓ ↓ K K

GROUP B CHAINS (FOLLOW-UP ONLY)

NAME	COMMANDS
	→ + P (To Group A)
	← + P (To Group A)
	→ + P, K
	→ + P, B, B
	→ + P, → + P
	→ + P, → + P, ← + P
	→ + P, → + P, ← + P, ↓ + P
	→ + P, → + P, → + P
	← + P, ↓ + P
	← + P, → + P
	← + P, → + P, ← + P
	← + P, → + P, ← + P, ↓ + P
	← + P, → + P, → + P
	← + P, ↓ + P, B, B
	↓ + P
	↗ + P
	↗ + P, ↗ + P
	↗ + P, ↗ + P, ↗ + P
	↗ + P, ↗ + P, ↗ + P, ↗ + P
	↗ + P, ↗ + P, ↗ + P, ↗ + K
	↗ + P, ↗ + P, P, P, P, P,
	↗ + P
K	
	↗ + K
	↓ + B

JAB CHAINS

NAME	COMMANDS
	P, P, P (To Group B)
	P, P
High Speed Combination	P, P, P, P
	P, P, P, P, ↘ + P
	P, P, P, P, ↘ + P, ↓ + P
	P, P, P, ↓ + P
	P, P, P, ↘ + P, ↓ + P
	P, P, P, P, ↘ + P
	P, P, P, P, ↘ + P, ↗ + P
Leg Slash	P, P, P, ↗ + P
	P, F, ↗ + P
	P, F, K
	P, F, B
	P, F, B, B
	P, K
	P, K, K
	P, K, ↓ + K
	T

GROUP A CHAINS

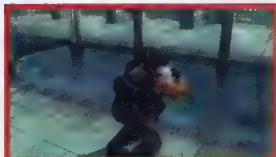
(FOLLOW-UP ONLY)

NAME	COMMANDS
Straight Second	← + P
Short Hook	← + P, P
	← + P, P, ↗ + P
Dragon Finish Blow	← + P, P, ↗ + P, ↓ + P
	← + P, ↗ + P
	← + P, ← + P
	← + P, ← + P, ↓ + P
	← + P, K
Full Moon Slash	← + P, ← + B
	← + P, ↓ + B
	K
	B
	L
	S
	K

SPECIAL MOVES

CLINCH

↓ ↗ ↘ + B



Yugo's command throw has three follow-up moves, though only one is an attack. Press P after Clinch for a Block Break uppercut. Press K after Flicker to switch to the Flicker stance. Press ↗ + K to inflict no damage and step behind the opponent.

ONE TWO BODY UPPER

↓ ↗ ↘ + P



One Two Body Upper is a "step in, hit twice, get out" move that you can change with additional inputs after the P. If you enter any follow-up moves, then the "get out" part of the move is cancelled.

FLICKER

↓ ↗ ↘ + K

Flicker is a change in stance that accesses a new set of commands. The commands are:

NAME	COMMAND	NOTE
High Speed Combination	P, P, P, P	Launch
Stepping In	→ + K	Move forward
Stepping Out	← + K	Move backward
Free Style	↑ + K	End Flicker
Hunting Roll	↓ + K	Sidestep
Lightning	→ + P	Launch
Counter	← + P	Same as Counterblow
Final Upper	↑ + P	Block Break/Stagger
Breakdown	↓ + P	Block Break/Bounce
Middle Range	↖ + P	

YUGO

WOLF

In Hyper-Beast Form, Yugo gains the Any Cancel A and Consecutive Hit abilities.



BEASTORIZIZE BUTTON ATTACKS - HUMAN FORM

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Beast Pose	Ⓐ	2	M	Gain Beast Energy/Blue Beast Gauge
Beastorize	Ⓑ	6	M	Change to Beast
	Ⓑ	58	M	Dashing Attack/Change to Beast
	↑ Ⓐ	4	M	Change to Beast
	↓ ⚡ ⚡ + Ⓐ	41	M	Change to Beast/2 Hits/End with back to opponent
	↓ ⚡ ⚡ + Ⓐ	N/A	N/A	Change to Beast/Back flip

BEASTORIZIZE BUTTON ATTACKS - BEAST AND HYPER FORM

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Wolf Claw	Ⓐ	16	H	
Turn Around Claw	Ⓑ	26	M	Back to opponent
Body Cannon	Ⓑ	58	M	Dashing Attack/Knockback
Arc Wrist Attack	→ → Ⓐ	28	M	Block Break/Bounce
Wild Slash	→ + Ⓐ	20	M	
Full Moon Slash	← + Ⓐ	33	M	Block Break/Knockback
Twin Fang Dive	↑ + Ⓐ	25	M	2 Hits
Crescent Moon Toss	↓ + Ⓐ	20	M	Stagger
Loser's Revenge	↓ + Ⓐ	N/A	N/A	Back to opponent/Dash in direction faced
Sun Set Claw	↓ + Ⓐ	10	L	Opponent must be on ground
Spinning Claw	↓ ↓ Ⓐ	28	ML	From duck position
Ground Sweeping Cut	↘ + Ⓐ	20	L	
Wolf Backside Kick	↗ + Ⓐ	14	L	End facing opposite direction
Wild Toe Kick	↑ Ⓐ	16	M	Stagger
Jumping Tail Kick	↑ ⚡ / → + Ⓐ	35	M	Stagger
Meteor Attack	↓ ⚡ ⚡ + Ⓐ	Varies		Follow ups
Bloody Roar	↓ ⚡ ⚡ + Ⓐ	41	M	2 Hits

NEW MOVES FOR BEAST FORM

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Beast Throw	→ + Ⓐ	49	M	5 Hits
Spiral Fang	↓ ⚡ ⚡ → ⚡ ⚡ + Ⓐ	107/107	M	24 Hits
King of Breaker	↓ ⚡ ⚡ ⚡ ⚡ ⚡ + Ⓐ	93/97	M	15 Hits

SPECIAL MOVES

85

METEOR ATTACK

↓ ← → + B



The initial command for Meteor Attack leads to a somersaulting back flip with two possible follow-ups. If Yugo touches a wall, immediately press B (Meteor Slash) to launch into a diving Medium attack. Pressing ↓ + B (Meteor Crash) at any time prior to touching either the ground or a wall returns Yugo to the ground, where he lashes out with a Block Break upward swipe that staggers opponents.

CLAW TWIN KNUCKLE SLASH

B, P, P, B



Claw Twin Knuckle Slash's first three attacks hit High, with the final B going Medium. To mix things up, change the last B for a few more punches to keep all attacks High, or use ↓ + P to go Low.

BEAST DRIVE

SPRAL FANG

↓ ← → ↓ ← → + B



Although Spiral Fang inflicts more damage than King of Breaker does, it suffers from a lack of range. Against a crouching opponent, Spiral Fang is a better option, as some of King of Breaker's attacks will miss High.

KING OF BREAKER

↓ ← → ↓ ← → + B

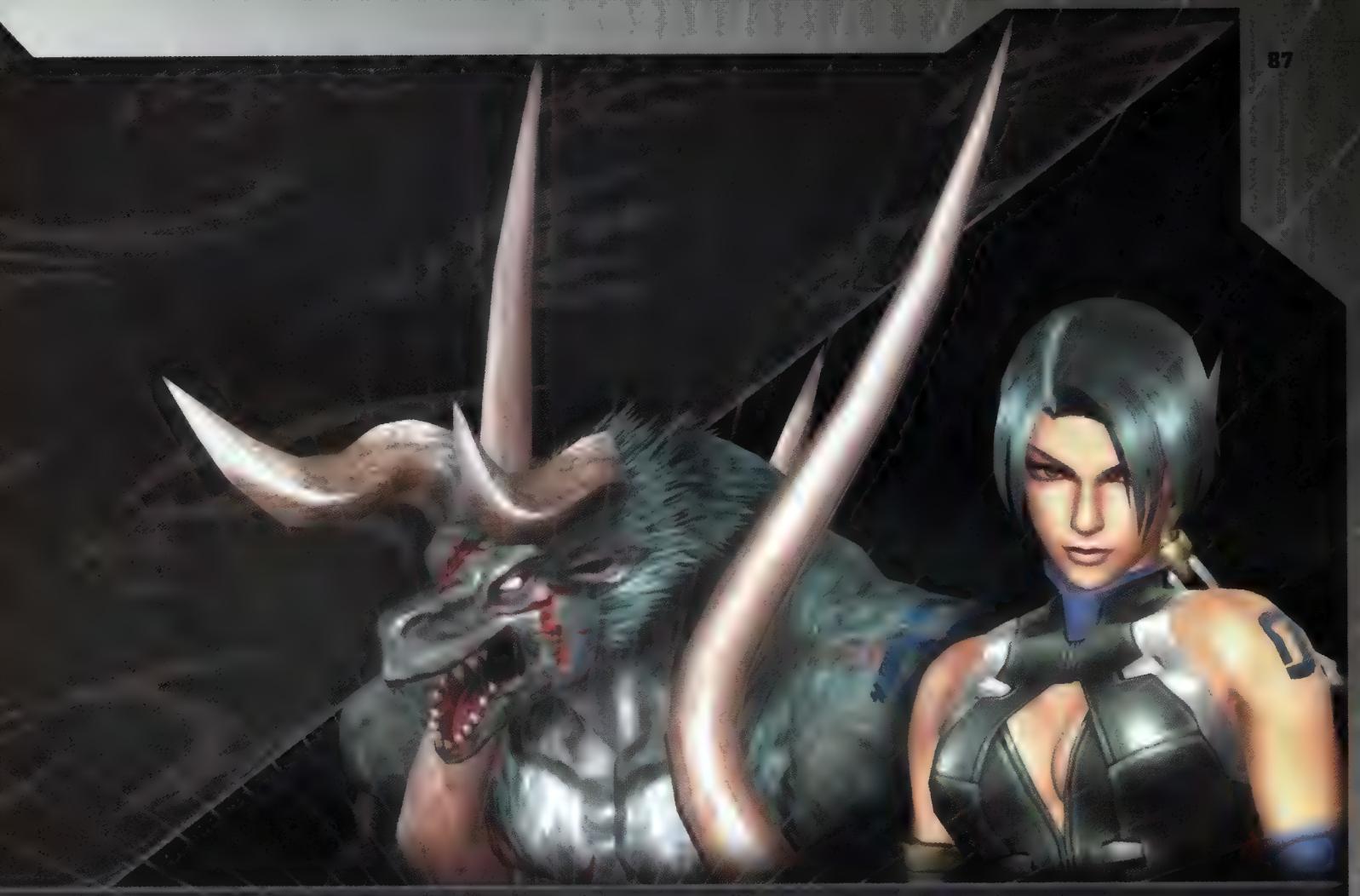


The timing on King of Breaker's first hit is a bit deceptive because the opening move has Yugo ducking his way in close to his opponent before he begins his punches. Regardless of whether any of the moves land, the entire Beast Drive will execute.

YUGO

A dark, atmospheric scene featuring a giant robot and a small character. The robot, with a metallic and organic design, is in the background, its body glowing with a red and orange light. In the foreground, a small character with a determined expression, wearing a headband and a necklace with a large circular pendant, is looking towards the right. The background is a dark, textured surface, possibly a wall or a ship's interior.

SECRETS AND CHAR



HIDDEN ACTERS



SECRETS

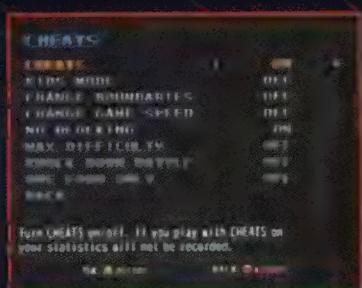
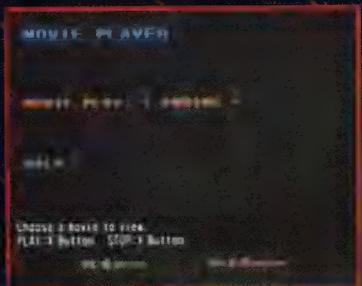
UNLOCK CHEATS

NOTES

1. You can use any character.
2. You can continue as many times as you want.

UNLOCK

CHEAT	CONDITION
Movie Player	Clear Arcade Mode one time.
COM BATTLE	Clear Arcade Mode two times.
KIDS MODE: KIDS	Clear Arcade Mode three times.
KIDS MODE: BIG HEADS	Clear Arcade Mode four times.
KIDS MODE: BIG ARMS	Clear Arcade Mode five times.
CHANGE BOUNDARIES: NO WALL	Clear Arcade Mode six times.
CHANGE BOUNDARIES: MIN WALL	Clear Arcade Mode seven times.
CHANGE BOUNDARIES: FINAL ROUND	Clear Arcade Mode eight times.
CHANGE GAME SPEED: LOW SPEED	Clear Arcade Mode nine times.
CHANGE GAME SPEED: HIGH SPEED	Clear Arcade Mode ten times.
NO BLOCKING (ON/OFF)	Clear Arcade Mode eleven times.
MAX DIFFICULTY (ON/OFF)	Clear Arcade Mode twelve times.
KNOCK DOWN BATTLE (ON/OFF)	Clear Arcade Mode thirteen times.
ONE FORM ONLY: HUMAN ONLY	Clear Arcade Mode fourteen times.
ONE FORM ONLY: BEAST ONLY	Clear Arcade Mode fifteen times.
ONE FORM ONLY: HYPER ONLY	Clear Arcade Mode sixteen times.



UNLOCK HIDDEN CHARACTERS AND STAGES

NOTE

Following are the game modes that apply to the Alternate Methods listed in unlocking Hidden Characters and Stages: Arcade, VS Battle, Time Attack, Survival, Team Battle and VS Team Battle.

GANESHA AND INDIAN PALACE

Defeat Ganesha in Arcade Mode in order to unlock Ganesha.

ALTERNATE METHODS

Play any mode over 50 times.

CRONOS AND EVIL LABORATORY

Defeat Cronos in Arcade Mode. The fight against Cronos takes place in the Evil Laboratory.

ALTERNATE METHODS

Play through Time Attack Mode.

Defeat Cronos in Survival Mode.

Play any mode over 100 times.

KOHRYU

To unlock Kohryu, defeat him as the COM opponent at Stage 5 in Arcade Mode.

ALTERNATE METHOD

Play any mode over 150 times.

URANUS AND CHAOS LABORATORY

Defeat Uranus in Survival Mode after you've unlocked Ganesha, Cronos, and Kohryu in Arcade Mode. The fight against Uranus takes place in the Chaos Laboratory.

ALTERNATE METHOD

Play any mode over 200 times.

HIDDEN STAGES

STAGE 8: INDIAN PALACE

Size: 12m x 12m



The Indian Palace is a championship arena complete with spectators. It's modeled after Indian and Nepalese palaces, as the Zoanthrope kingdom is set in mountainous south Asia. A bottomless abyss surrounds the arena outside its four walls.

STAGE 9: EVIL LABORATORY

Size: 8m radius hexagon



The Evil Laboratory is a secret laboratory that houses cruel experiments on Zoanthropes meant to unravel the mystery surrounding their special powers. As a part of the experimentation, the leaders of the Zoanthrope mercenary army test and monitor the fighting skills of the Zoanthropes. This fighting ring is where the testing takes place. Because the mercenary army commanders are also trying to artificially create Zoanthropes, one can see three man-made Zoanthrope incubators in the background.

STAGE 10: CHAOS LABORATORY

Size: 8m radius hexagon



The Chaos Laboratory stage is very similar to the Evil Laboratory. However, it is illuminated and colored orange.

CRONOS THE PHOENIX

Cronos is the young prince of Zoanthrope kingdom. His lifelong goal is to create harmony between humans and Zoanthropes. Son of Uranus, he is a rare Zoanthrope, possessing two distinct Beast Forms. Spend plenty of time in Training Mode to get a feel for how Cronos plays in each of his Forms. The attacks of Cronos's three forms share many of the same motions but how they execute requires some familiarization.

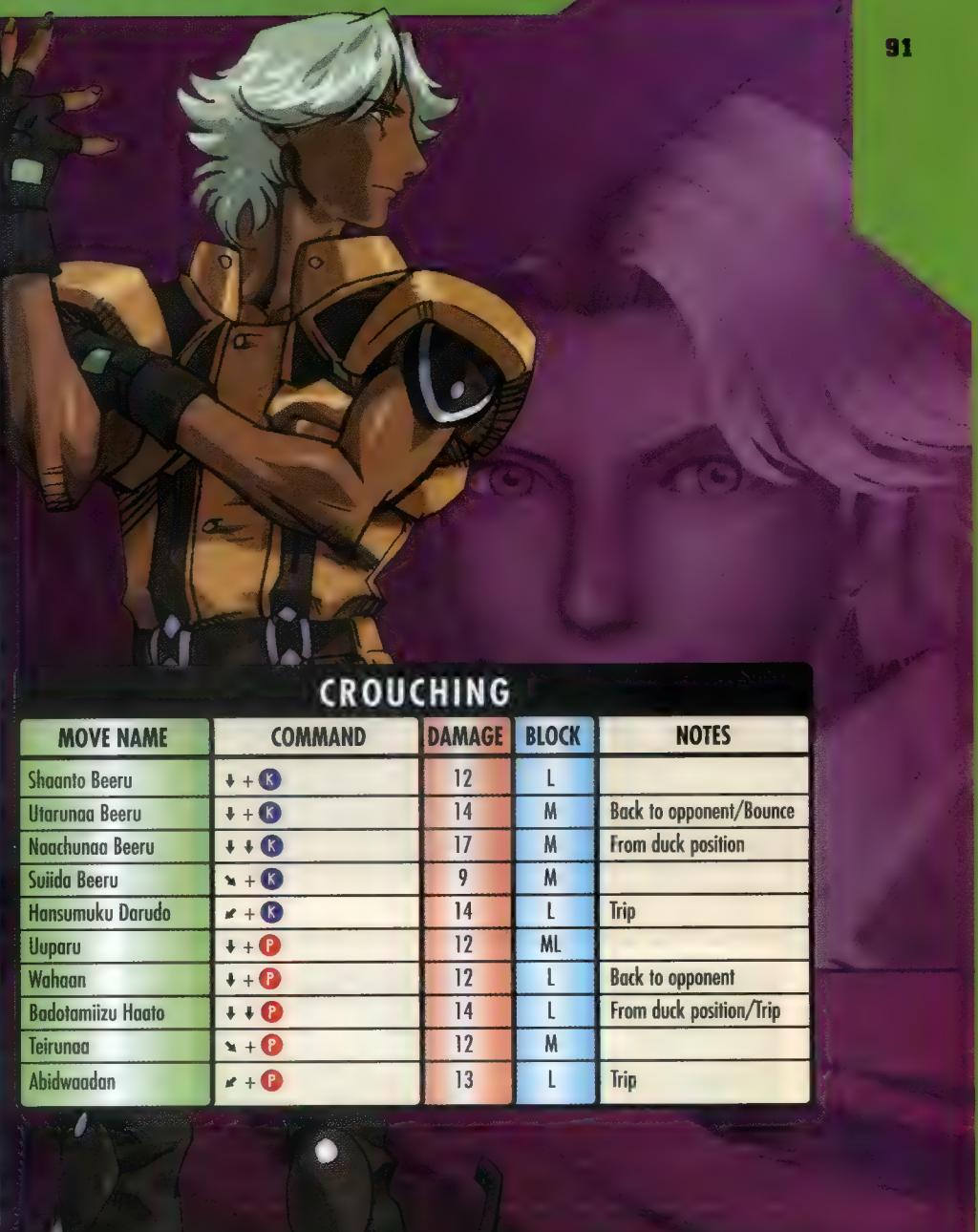


STANDING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Teezu Beeru	K	14	H	
Sohenaa Nahiin Chaaihiee	K	14	N/A	Back to opponent
Barunaa Beeru	K	22	M	Dashing Attack/4 Hits/Block Break/Knockback
Tae Karunaa	→ → K	20	L	Trip
Rising Attack	K	20	M	
Harukaa Beeru	→ + K	20	M	
Adubuto Beeru	← + K	27	M	Block Break/Bounce
Dabaana Beeru	↑ + K	22	M	Block Break
Aasiiruwaado	↓ + K	8	L	Opponent must be on ground
Barufu Keerunaa	↓ ↘ → + K	20	M	Launch
Basu	↓ ↘ ← + K	24	M	2 Hits/Block Attack/Knockback
Haeen	P	9	H	
Abu	P	10	H	Back to opponent
Tuufaann Naachu	P	17	HM	Dashing Attack/End on opposite side of opponent
Haridai Rukunaa	→ → P	22	M	Block Break/Knockback
Kaatonaa	→ + P	10	M	
Aapu	← + P	9	H	
Kaatonaa Haato	↑ + P	20	M	Bounce
Duuru	↓ + P	N/A	N/A	Opponent must be on ground/Taunt
Ooraa	↓ ↘ → + P	19	HM	3 Hits/Launch/Follow ups
Aakaashuy Saafu	↓ ↘ ← + P	4	M	Fixed distance flip

CHAINS

NAME	COMMANDS
Ko	↙, ↘
Abu	↙
Jiitonaa Chaafutaa Fuun	↙, ↘, ↗
Haeen Chains	↙, ↗
	↙, ↗, ← + ↗
	↙, ↗, ← + ↗, Dash ↗, ↗, ↗
	↙, ↗, ← + ↗
	↙, ↗, ← + ↗, ↗
	↙, ↗, ← + ↗, ↗, ↗
	↙, ↗, ← + ↗, ↗, ↗, ↗
Kaatonaa	← + ↗, ↗
Sakuitaa	← + ↗, ↗, ↗
Girunaa	← + ↗, ↗
Pachutaanaa Chaahiee	← + ↗, ↗
	← + ↗, ↗, ↗
Teirunaa Chains	↖ + ↗, ← + ↗
	↖ + ↗, ← + ↗, Dash ↗, ↗, ↗, ↗
Uupaaru Chains	↖ + ↗, ↖ + ↗
	↖ + ↗, ↖ + ↗, ← + ↗, Dash ↗, ↗, ↗, ↗
Teezu Beeru Chains	↖, ↗
	↖, ↗, ↗
	↖, ↗, ↗, ↗
	↖, ↗, ↗, ↗, ↗
	↖, ↗, ← + ↗
	↖, ↗, ← + ↗, ↗, ↗
Baarii Beeru	← + ↗, ↗
Suedaa Beeru Chains	↖ + ↗, ↗
	↖ + ↗, ↗, ↗
	↖ + ↗, ↗, ↗, ↗
Dabaana Beeru Chains	↑ + ↗, ↓ + ↗
	↑ + ↗, ↓ + ↗, ↗, ↗
	↑ + ↗, ↓ + ↗, ↗, ↗, ↗, ↗
	↑ + ↗, ↓ + ↗, ↗, ↗, ↗, ↗, ↗

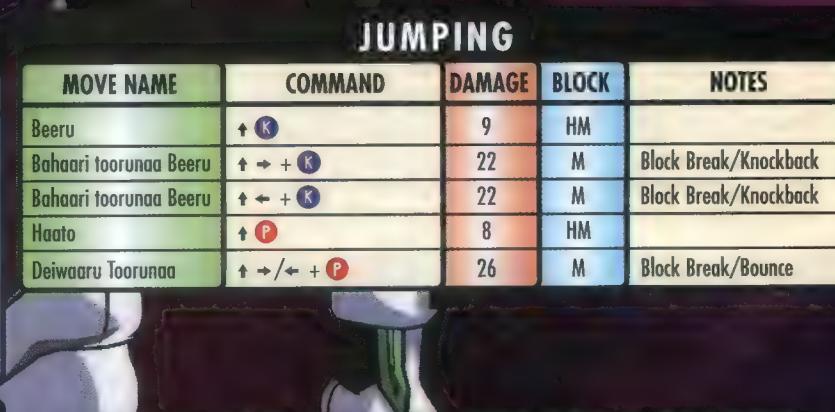


CRUCHING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Shaanto Beeru	↖ + ↗	12	L	
Utarunaa Beeru	↖ + ↗	14	M	Back to opponent/Bounce
Naachunaa Beeru	↖ ↖ + ↗	17	M	From duck position
Suiida Beeru	↖ + ↗	9	M	
Hansumukku Darudo	↖ + ↗	14	L	Trip
Uuparu	↖ + ↗	12	ML	
Wahaan	↖ + ↗	12	L	Back to opponent
Badotamiizu Haato	↖ ↖ + ↗	14	L	From duck position/Trip
Teirunaa	↖ + ↗	12	M	
Abidwaadan	↖ + ↗	13	L	Trip

BEAST FORM ONLY CHAINS

NAME	COMMANDS
Teezu Munfu	↙, ↖, ↗, ↘, ↗, ↘
Kushu Naachu	← + ↗, ↗, ↗
Chatsraanaa Munfu	↖ + ↗, ↗, ↗, ↗, ↗, ↗
Ditsbaabando Kaanaa	↖ + ↗, ↗, ↗, ↗, ↗, ↗, ↗
Toorunaa	↖, ↖, ↗, ↗, ↗
Bisarunaa	Dash ↗, ↗, ↗, ↗
Dohoraaiee Deluxe	Dohoraaiee, ↗, ↗, ↗, ↗, ↗, ↗
Barufu Toorunaa Deluxe	↖ ↖ + ↗, ↗, ↗, ↗



JUMPING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Beeru	↑ ↗	9	HM	
Bahaari toorunaa Beeru	↑ → + ↗	22	M	Block Break/Knockback
Bahaari toorunaa Beeru	↑ ← + ↗	22	M	Block Break/Knockback
Haato	↑ ↗	8	HM	
Deiwaaru Toorunaa	↑ → / ← + ↗	26	M	Block Break/Bounce

HUMAN AND HYPER-BEAST FORM THROWS

MOVE NAME	COMMAND	DAMAGE	NOTES
Zamiin Gumaanaa	→ + ↗	21	2 Hits
Aakaashu	→ + ↗	44	Face opponent's back
Shariiru Gumaanaa	→ + ↗	35	Facing crouching opponent/2 Hits
Bahaarii Charunaa	↓ ↖ → + ↗	5	Absorb opponent's Beast Gauge

NAME	COMMANDS
Jarunaa Suuraji	↙, ↘
Teezu Suuraji	↖ + ↗, ↗
	↖, ↗, ← + ↗, ↗, ↗, ↗
	↖, ↗, ← + ↗, ↗, ↗, ↗, ↗
	↖, ↗, ← + ↗, ↗, ↗, ↗, ↗, ↗

SPECIAL moves

OORAA

↓ ← → + P



The opening flurry of punches serves to set up one of three follow-up attacks. P leads to a dashing Block Break punch that leaves opponents twisting in the air. Pressing Y executes a circular kick that drives opponents into the ground. Use B to increase the number of punches from three to nine. After the second wave of punches ends, you can use P or Y in the manner described above.

BADOTAMIZU HAATO

↓ ← → P



Cronos's duck and punch attack is an excellent defensive tool. In one swing, Cronos strikes Low in the direction he faces, and then twists his body to throw out a High attack in the opposite direction, hitting High for nine damage points.

GIRUNAA

← + P, P



You can use every attack type (P, Y and B) behind ← + P, and each has different properties. P goes Low and trips. Y shifts Cronos to his counter stance, and B is a Medium lunge. Avoid using B in Human Form when the Beast Gauge is blue.

DABAANA BEERU CHAINS

↑ + Y, ↓ + Y, Y



The fact that the first three kicks hit Medium, Low and High respectively makes this set of chains stand out. The timing that an opponent must possess to block or avoid all three hits is impressive, to say the least. In addition, the finishing strings offer variety by giving you the choice of either a knockback with kicks, or a stagger with punches. Try to follow the stagger with an Ooraa for an impressive combo.

PENGUIN



Beyond the moves' cosmetic changes, the throws in Penguin Form are very different from the throws in Cronos's other Forms.

BEASTORIZE BUTTON ATTACKS - HUMAN FORM

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Beast Pose	Ⓐ	2	M	Gain Beast Energy/Blue Beast Gauge
Beastorize	Ⓑ	4	M	Change to Beast
	Ⓐ	10	L	Dashing Attack/Change to Beast/3 Hits
	↑ Ⓜ	4	M	Change to Beast
	↓ Ⓜ + Ⓜ	14	M	Change to Beast
	↓ Ⓜ + Ⓜ	N/A	N/A	Change to Beast/Follow ups

BEASTORIZE BUTTON ATTACKS - BEAST AND HYPER-BEAST FORMS

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Teezu Munfu	Ⓐ	9	ML	
Piichee Diwaaru Toorunaa	Ⓑ	14	M	Back to opponent/Block Break
Bisarunaa	Ⓐ	10	L	Dashing Attack/Block Break/3 Hits
Urunaa Teezu Munfu	→ → Ⓜ	20	M	
Kushu	→ + Ⓜ	12	ML	
Toorunaa Munfu	→ + Ⓜ	17	ML	Block Break
Biitorii Chato Toorunaa	↑ + Ⓜ	9	M	Launch
Gumaanaa Keerunaa	↓ + Ⓜ	9	ML	
Dohoraaiee	↓ + Ⓜ	4	L	Opponent must be on ground
Piichee Ditsbaabando	↓ + Ⓜ	16	L	Back to opponent/Trip
Kaanaa Toorunaa				
Keerunaa	↓ ↓ Ⓜ	6	L	From duck position/2 Hits
Cheitsraanaa Munfu	↖ + Ⓜ	9	ML	
Ditsbaabando Kaanaa	↖ + Ⓜ	8	L	Stagger
Toorunaa				
Teirunaa Beeru	↑ Ⓜ	12	M	Stagger
Utarunaa Beeru	↑ ← / → + Ⓜ	20	M	Bounce
Raotonaa	↓ ↖ ← + Ⓜ	N/A	N/A	Follow ups
Barufu Toorunaa	↓ ↖ → + Ⓜ	14	M	Block Break/Follow ups

NEW MOVES FOR BEAST MODE

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Kaatonaa	→ + Ⓜ	37		2 Hits
	→ + Ⓜ	43		Face opponent's back/2 Hits
	→ + Ⓜ	N/A		Facing crouching opponent/Hop over
Jamunaa Raasutaa	↓ ↖ → ↓ ↖ → + Ⓜ	89	M	21 Hits
Diru Paanaa	↓ ↖ ← ↓ ↖ ← + Ⓜ	0	M	Absorb opponent's Beast Gauge

PHOENIX

In Hyper-Beast Form, Cronos gains the Rave and Transformation abilities.



BEASTORIZE BUTTON ATTACKS - HYPER-BEAST FORM

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Jarunaa Aagu	Ⓐ	18	M	2 Hits
Püchee Diwaaru Toorunaa	Ⓑ	20	M	Back to opponent
Dorunaa Aagu	Ⓐ	47	ML	Dashing Attack/Block Break/7 Hits
Charunaa Aagu	→ → Ⓐ	27	M	3 Hits/Launch
Girunaa Aagu	→ + Ⓐ	12	ML	2 Hits/Bounce
Teezu Aagu	← + Ⓐ	21	M	
Jyawaaraamuukii	↑ + Ⓐ	11	M	2 Hits
Choata Aagu	↓ + Ⓐ	6	M	
Moorunaa Haato	↓ + Ⓐ	20	L	Back to opponent/Trip
Rakurii Ka Kooiraa	↓ + Ⓐ	7	ML	Opponent must be on ground/2 Hits
Tuufaan	↓ ↓ Ⓐ	11	ML	From duck position/2 Hits/Launch
Baguwaan Aagu	↖ + Ⓐ	6	ML	Up to 6 Hits/Launch/Each hit decreases damage by 1
Gumaanaa Aagu	↖ + Ⓐ	21	ML	Trip
Kuun Rangunaa	→ ↖ ↙ ↖ ↙ ↑ + Ⓐ	121	M	Knockback
Teirunaa Beeru	↑ Ⓐ	16	M	Stagger
Utarunaa Beeru	↑ ← / → + Ⓐ	26	M	Bounce
Urunaa	↓ ↖ ↙ + Ⓐ	N/A	N/A	Take flight/follow ups
Aakaashu Kaatonaa	↓ ↖ ↙ + Ⓐ	27	M	4 Hits

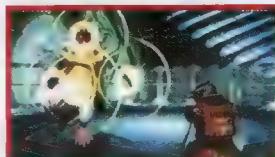
NEW MOVES FOR HYPER-BEAST FORM

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Jarunaa Raasutaa	↓ ↖ ↙ → ↓ ↖ ↙ + Ⓐ	102	M	21 Hits
Diru Toorunaa	↓ ↖ ↙ ↓ ↖ ↙ + Ⓐ	Varies	N/A	Damage depends on amount of Beast Gauge drained

SPECIAL MOVES

95

RAOTONAA



Raotonaa sends Cronos scurrying around in Penguin Form. Use **B** up to four times to change direction, and press **BL** to stop and block in place. Press **↓ + B** to attack with Bisarunaa, and press **B** up to three times at the end of the slide to initiate a spinning attack. **K** initiates a Block Break body flop that's useful only in close.

URUNAA



Urunaa displays Cronos's ability to fly. While he's in the air, press **B** to zoom Cronos around the area, press **P** to initiate a swooping punch, and press **K** to scoop up and then drop opponents. The **K** throw is especially deadly because Cronos returns to the ground in a perfect position to take advantage of bouncing foes.

BEAST DRIVE

JAMUNAA RAASUTAA (BEAST)/ JARUNAA RAASUTAA (HYPER-BEAST)



These moves share many similarities; they hit Medium, take your opponent on a painful tour of the fighting stage, and have 21 hits. However, there are differences. In Penguin Form, Cronos rides around on an ice floe. As a Phoenix, he rides flames. At the end of Jamunaa Raasutaa, Cronos lands close enough to tack on an Aasiiruwaado. After Jarunaa Raasutaa, Cronos stays in the air (as in Urunaa) so long as there is remaining Beast Change energy.

DIRU PAANAA (BEAST)/ DIRU TOORUNAA (HYPER-BEAST)



Whether you opt for the non-damaging Diru Paanaa, or the painful Diru Toorunaa, these moves are among the most devastating in the game. Not only do both drain away Beast Gauge, reverting opponents to Human Form in the process, but they are also unavoidable when you perform them within their limited range. In addition, Diru Toorunaa inflicts damage based upon the amount of Beast Gauge it drains.

CRONOS

GANESHA

THE ELEPHANT

Ganesha is Cronos's right-hand man. Despite his prince's desire to see peaceful coexistence between humans and Zoanthropes, Ganesha harbors some ill feelings toward humans. Ganesha's attacks are powerful, but they are so slow that he has no punch or kick chains. Additionally, Ganesha loses the ability to jump and attack in his Beast and Hyper Beast Forms.

STANDING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Shasutorajaani	K	12	M	
Apaku Purhaara	K	17	H	Back to opponent/Stagger
Daavadara Purhaara	K	21	L	Dashing Attack/Trip
Damujanga	→ → K	20	M	Knockback
Rising Attack	K	20	M	
Shuura Parahaara	→ + K	16	M	
Dida Purahaara	← + K	21	H	
Adarikannpayati	↑ + K	4	L	Trip
Rikupatsdo	↓ + K	4	L	Opponent must be on ground
Banjimaruto	↓ ↖ ↗ + K	20	H	Block Break/Launch
Kusubita Vaayu	↓ ↙ ↘ + K	17	M	
Nakara Musuti	P	12	H	
Apaku Musuti	P	12	M	Back to opponent
Daavushairaa	P	26	M	Dashing Attack/Block Break/Knockback
Biioodadari	→ → P	21	M	Block Break
Adari Taara	→ + P	24	M	
Barava Musuti	← + P	26	M	Block Break/Knockback
Paramashukadaga	↑ + P	17	M	Bounce
Paramu Gaata	↓ + P	6	L	Opponent must be on ground
Vajjuratatsdo	↓ ↖ ↗ + P	21	M	Block Break/Bounce
Kurupuvasha	↓ ↙ ↘ + P	16	M	Block Attack

CROUCHING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Kusipara Purahaara	↓ + K	10	L	
Apakupasha	↓ + K	16	L	Back to opponent/Trip
Davipasido	↓ ↓ K	17	L	From duck position/2 Hits/Trip
Kursudatipatsdo	↖ + K	17	ML	
Karana Purahaara	↖ + K	20	L	
Adora Nakara Musuti	↓ + P	8	ML	
Apaku Gaata	↓ + P	10	L	Back to opponent
Battokaaya	↓ ↓ P	17	M	From duck position/Block Break/Launch
Niyaku Parashu	↖ + P	20	L	
Uguraiyaju	↖ + P	22	M	Launch

JUMPING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Vaihaaya Sa Purahaara	↑ K	16	HM	
Vaihaaya Sa Shuura	↑ → + K	22	M	Block Break/Knockback
Vaihaaya Apaku Shuura	↑ ← + K	22	M	Block Break/Knockback
Baihaayasa Musuti	↑ P	9	HM	
Vaihaayasa Parashu	↑ → / ← + P	26	M	Block Break/Bounce



Age: 50

Gender: Male

Boss: Cronos



THROWS

MOVE NAME	COMMAND	DAMAGE	NOTES
Nishuita Purosa	→ + BL	32	
Niribiita Purosa	→ + BL	35	Face opponent's back
Biiryavato Purosa	→ + BL	35	Facing crouching opponent
Udava Purosa	↓↘→ + BL	25	
Apaaku Purosa	↓↙← ↓↘→ + BL	5	Launch
Darugajya	←↖←↖→ + BL	27	
Baramayati Purosa	→↖←↖→ + BL	34	

SPECIAL moves

VTZANGABAATA

↓↘→ + BL, ←→ + BL



Unlike many of the chain attacks the other characters have, Ganesha's consecutive throws require precise timing to link the moves together. In Vtzangabaata, input the second command just as Ganesha is about to land on his opponent's back.

BAATASU

←↖←↖→ + BL, →↖←↖←↖↑ BL



As a change of pace, Ganesha has the ability to fling opponents all around the ring. Before you start using this move too often, keep in mind that Ganesha needs to stay in close to take advantage of his damaging throws.

KURUPUVASHA

↓↖← + P



Ganesha's block attack is an important part of his overall strategy of getting close enough to use combination throws. Along with a slight forward movement, it is possible to cancel Kurupuvasha with BL at any point before making contact, allowing Ganesha to seamlessly flow from a punch to a throw.

DAVIYASU

←↖←↖→ + BL, ↓↖+ BL



Time the second input so that the button press synchronizes with the opponent's back making contact on the ground. Daviyasu starts with a leg grab and slam, and ends with a leg slam and Ganesha flipping the opponent onto his or her stomach.

DAVIPASTDO

↓↖ k



This move is even better at setting up Ganesha's throws. It's possible to link any throw behind the trip at the end of Ganesha's duck position attack.

PASHU SI MAASU

←↖←↖→ + BL, ↓↖+ BL, ↑↖+ BL



The last available move in this long chain of throws is a modified spinning pile driver. After you successfully execute the ↓↖+ BL part of the move, time the last input's button press with the opponent's back hitting the ground.

GANESHA



ELEPHANT

In Hyper-Beast Form, Ganesha gains the Any Cancel B and Super Armor abilities.



BEASTORIZIZE BUTTON ATTACKS - HUMAN FORM

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Beast Pose		2	M	Gain Beast Energy/Blue Beast Gauge
Beastorize		6	M	Change to Beast
		53	M	Dashing Attack/Change to Beast
		4	M	Change to Beast
		4	M	Change to Beast
		57	H	Change to Beast/3 Hits

BEASTORIZIZE BUTTON ATTACKS - BEAST AND HYPER-BEAST FORMS

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Nishuita Purosa		16	M	
Apaaku Purosa		26	M	Back to opponent/Knockback
Darugajya		53	M	Dashing Attack/Block Break/Knockback
Nedan Aa Purosa		26	M	
Biiryavato Purosa		22	M	Block Break
Niribiita Purosa		39	M	Block Break/Knockback
Kandara Purosa		28	H	Block Break/Launch
Adahara Purosa 1		21	L	
Adahara Purosa 2		13	L	Opponent must be on ground
Baramayati Purosa		24	ML	From duck position/Roll and attack
Daarana Purosa		18	M	
Uudava Purosa		26	H	
Kaamu Purosa		57	H	3 Hits
Karu Purosa		4	M	

NEW MOVES FOR BEAST MODE

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Daarana Purosa		44		
Ihautuanaga		108/103	M	4 Hits
Amitorachakura		105/110	M	4 Hits

SPECIAL MOVES

KARU PUROSA

↓ ↗ ↘ + B



Karu Purosa serves as Ganesha's distance attack, giving him the ability to snatch opponents outside arm's reach and pull them in closer. Unfortunately, the move's recovery is too great to allow automatic follow-up moves.

KAAMU PUROSA

↓ ↗ ↘ + B



While he's in Beast Form, Ganesha lacks the ability to attack while he's in the air. Kaamu Purosa makes up for this shortcoming by allowing a grounded Ganesha to attack airborne opponents.

BEAST DRIVE

IHAUTUANAGA

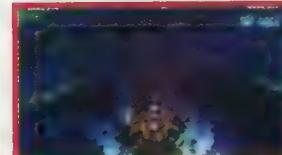
↓ ↗ ↘ ↖ ↙ + B



Ihauntuana inflicts a nice amount of damage, but it can be blocked and evaded. Its knockback property can prove useful in an arena with collapsed walls, but otherwise stick with Amitorachakura.

AMITORACHAKURA

↓ ↗ ↘ ↖ ↙ + B



Amitorachakura has exactly one flaw: its short range. When you execute it in sufficiently close quarters, this move can neither be evaded nor blocked. Use any tactic necessary to get Ganesha close enough to destroy opponents with this move.

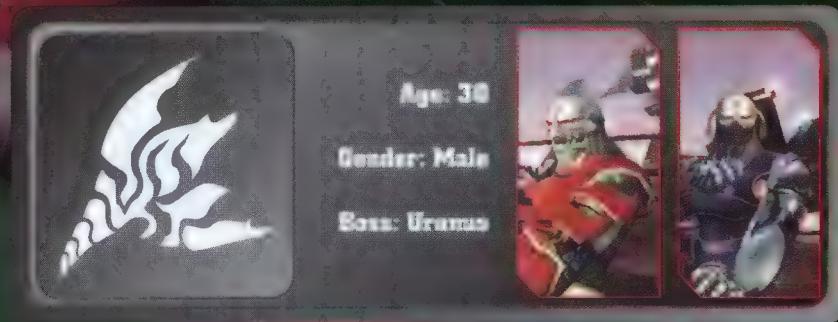
GANESHA



KOHRYU

THE IRON MOLE

A manufacturing department in TYRON still operates despite the company's collapse. As an experiment, members of this department combined liquid human tissue with robot circuitry. The project failed and the robot escaped from them. Now the robot has begun to attack beast-men as if he has a will of his own.



STANDING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Flowing Attack	K	12	H	
Back Drop Kick	K	14	H	Back to opponent/Stagger
Shaky Sky Kick	K	25	H	Dashing Attack/Bounce
Explosive Kick	→ → K	12	M	Stagger
Rising Attack	K	20	M	
Half Moon Drop	→ + K	18	M	
Shadow Knife Kick	← + K	18	M	
Rolling Kick	↑ + K	18	M	
Chasing Kick	↓ + K	5	ML	Opponent must be on ground
Smoke Bomb	↓ ↘ → + K	N/A	N/A	Teleport & face opposite direction
Smoke Spiral Kick	↓ ↗ ← + K	28	M	Hold ↓/↑/→/←/P to modify
Knife Punch	P	8	H	
Crashing Eyes	P	10	H	Back to opponent
Ground Sweeping Sword	P	20	L	Dashing Attack
Double Destruction	→ → P	20	M	
Flowing Knife Horizontal	→ + P	13	H	
Flowing Knife Vertical	← + P	20	M	
Reverse Punch	↑ + P	N/A	N/A	Fixed-distance flip and twist
Merciless Stab	↓ + P	5	ML	Opponent must be on ground
Mesmerism	↓ ↑ + P	1	M	Suspend opponent in air
Spiral Line Drop	↓ ↘ → + P	36	H	2 Hits/Catch opponent in air
Mohryu Shadow Bound	↓ ↗ ← + P	20	M	Block Attack/Knockback

CHAINS

NAME	COMMANDS
Flowing Attack Chains	Y (To Group A)
Knife Punch Chains	P, L (To Group A)
(Also work with Crashing Eyes)	P, P, P, P (To Group B)
	P, P, P
	P, P, P, P, ↓ ← → + P
	P, P, P, P, B, ↓ + B
	P, P, P, ↑ + P
	P, P, P, ← + P, P
	P, P, P, ← + P, K
Cutter Kick	P, P, K, ↓ + K
Sword Drop Blade Kick	P, P, K, L
Circular Moon Kick	P, P, ← + K
Spiral Shadow Kick	P, P, ↓ + K
Triple Spiral Kick	P, P, P, ↓ + L
Triple Spiral Punch	P, F, F, P
Spiral Shadow Blade	P, P, P, P, → + P
Flowing Line Scratch	← + P, ← + L
Ying-Yang Reversal	↑ + K, → + N, ← + L
Flowing Shadow Circular Kick	← + P, L
Flowing Shadow Destruction	← + P, P
Moon Shadow	→ + Y, ← + L
Thunder Kick	↓ ↓ K, L
Explosive Ground Sweeping Kick	← + Y, ← + Y
Gale Crescent Moon Drop	→ → K, Y, K, ↓ + K, K

GROUP A CHAINS

(FOLLOW-UP ONLY)

NAME	COMMANDS	
Flowing Blade Kick		
Moon Shadow	 +  +  + 	S
Split Snow Sliding Sword	 , 	S
Drop Hammer Moon Shadow	 ,  + 	S

GROUP B CHAINS

NAME	COMMANDS
Poisonous Claw Combo	B , B
Poisonous Claw Attack	B , B , B
Rolling Poisonous Claw Attack	B , B , ↓ + B
	B , B , ↓ + R
	B , B , ↓ + H , R , R
Explosive Ground Sweeping Kick	B , B , ↓ + H , ↓ + R
Explosive Cutting Kick	B , B , ↓ + R , → + R

CROUCHING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Low Stabbing Kick	↓ + 	9	L	
Kohryu Step	↓ + 	9	L	Back to opponent/Trip
Kohryu Kick	↓↓ + 	18	M	From duck position
Shin Shot	↘ + 	9	L	
Shadow Remover	↗ + 	13	L	Trip
Flowing Line	↓ + 	6	ML	
Rolling Knife	↓ + 	8	ML	Back to opponent
Super Arm Attack	↓↓ + 	18	M	From duck position
Flowing Shadow	↘ + 	20	M	
Katana Punch	↗ + 	14	L	End facing opposite direction

BEAST FORM CHAINS

NAME	COMMANDS
Poisonous Flowing Line Kick Chains	→ +   (To Group A)
Machine Gun Combo Chains	→ +   → +   → +      → +     → +       → +       ↓ ↘ → +  ↓ ↗ → + 
Machine Gun Combo Deluxe	→ +      ↙ +   → +   → +  
Muruko-saki (opponent on ground)	↓ +     → +  
Rolling Poisonous Claw Slash	→ +   ↓ + 
Rolling Poisonous Claw Slash	↓ + 

JUMPING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Somersault Kick	↑ ↗	9	HM	
Flying Dragon	↑ → + ↗	22	M	Block Break/Knockback
Flying Dragon	↑ ← + ↗	22	M	Block Break/Knockback
Flying Knife	↑ ↗ P	8	HM	
Flying Dragon Sword	↑ → / ← + P	27	M	Block Break/Bounce

THROWS

MOVE NAME	COMMAND	DAMAGE	NOTES
Head Spinning	→ + 	40	
Reversal Line Drop	→ + 	38	Face opponent's back
Reversal Jump Throw	→ + 	N/A	Facing crouching opponent/Flip over opponent
Line Drop	→ + 	28	Air throw; must face opponent
Kohryu Special	↓ ← → + 	20	5 Hits/Bounce

SPECIAL MOVES

SHADOW KNIFE KICK

← + K

With a sidestep and a bit of forward motion built into it, you should use Shadow Knife Kick to avoid attacks and quickly counter. Spend some time in Training mode to get a feel for its range and timing.



FLOWING KNIFE HORIZONTAL

→ + P

Alternate using Flowing Knife Horizontal and Shadow Knife Kick. Flowing Knife Horizontal steps in the opposite direction of Shadow Knife Kick, has a bit more forward movement to it, but doesn't step as far to the side.



MESMERISM

↓ ↑ + P

In order for Mesmerism to work properly, the opponent must be in the air. If the opponent is caught inside the large half-sphere range, he or she is stunned and held for two seconds. If your opponent is caught low enough, try for a damaging chain. If your foe is too high to reach with a chain, follow up with Kohryu's air throw or Spiral Line Drop.



Spiral Line Drop

↓ ↘ → + P

Spiral Line Drop is Kohryu's other means to deter opponents from excessive jumping. The move can be used on its own or tacked on after a chain that ends with a launch.



KOHRYU SPECIAL

↓ ↗ → + BL



The bounce that occurs at the end of the throw is what makes this throw so valuable. Kohryu ends up very close to the opponent, facilitating a follow-up with a chain or other powerful attack.

KOHRYU SHADOW BOUND

↓ ↙ ← + P



Kohryu Shadow Bound has two properties that enhance its usefulness. Kohryu steps back to deliver a two-handed blow, which you can use to avoid incoming attacks while you prepare to attack. It is also a Block Break attack that knocks opponents back.

TRIPLE SPIRAL PUNCH

P, P, P, P



It's important to include this string of four punches in any offensive plans because a variety of attacks can be linked behind it. Change to Beast Form with any of the Group B Chains, punish opponents trying to jump clear with Spiral Line Drop, or add $\rightarrow + P$ to stagger opponents trying to duck under Triple Spiral Punch.

CUTTER KICK

P, P, K, ↓ + K



Cutter Kick hits all levels and presents a bit of a problem for foes trying to defend against it. Additionally, pressing K on its own as the last attack leads to the Medium-striking Sword Drop Blade Kick, which you should use against foes that crouch in anticipation of the leg sweep.

SMOKE SPIRAL KICK

↓ ↖ ↖ + K



There are five ways to modify this attack. Press P to spin and land without attacking. Press \rightarrow for a four-hit High to Medium attack. Press \leftarrow to appear directly over the opponent's head for a five-hit Medium to Medium-Low attack. Press \uparrow to appear behind the opponent and perform a back throw. Press \downarrow to delay the spinning kick until Kohryu is on the ground.

REVERSE PUNCH

↑ + P



Because this move moves forward and twists, it's a useful way to land behind opponents and immediately attack. To foil aggressive opponents, use Reverse Punch after a string of three punches to avoid counterattacks.

GALE CRESCENT MOON DROP

→ → K, K, K, ↓ + K, K



There are two tricky parts to landing every hit of Gale Crescent Moon Drop. First, it's tough to get all three kicks in the air to land cleanly. Second, it can be difficult to time the $\downarrow + K$ to make contact, but hitting this move near (but not directly next to) a wall helps to hold opponents in place.

ROLLING POISONOUS CLAW
TRIPLE SPIRAL PUNCH

P, P, P, P, B, B, ↓ + B



Although many attacks are available behind Triple Spiral Punch, this string ends with a Block Break attack that bounces opponents. Even if the string is blocked at some point, the Block Break has a better chance of getting through defenses, and the bounce allows for follow-up attacks.

KOHRYU

IRON MOLE

In Hyper Beast Form, Kohryu gains the Super Armor and Any Cancel A abilities.



BEASTORIZE BUTTON ATTACKS - HUMAN FORM

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Beast Pose	(B)	2	M	Gain Beast Energy/Blue Beast Gauge
Beastorize	(B)	4	M	Change to Beast
	(B)	33	M	Dashing Attack/Block Break/Change to Beast/End facing opposite direction
	↑ (B)	4	M	Change to Beast
	↓ ↘ → + (B)	45	M	Change to Beast/12 Hits/Stagger
	↓ ↙ ← + (B)	30	M	Change to Beast/Launch

BEASTORIZE BUTTON ATTACKS - BEAST AND HYPER FORM

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Poisonous Claw	(B)	14	H	
Hara-saki	(B)	20	M	Back to opponent/Launch
Double Poisonous Tornado	(B)	33	M	Dashing Attack/Block Break
Double Poisonous Claw	→ → (B)	31	M	Block Break/Knockback
Poisonous Claw EX	→ + (B)	13	M	
Shadow Punch	← + (B)	24	M	Block Break/Bounce
Super Poisonous Claw	↑ + (B)	21	M	Bounce
Low Poisonous Claw	↓ + (B)	8	L	
Tearing Shadow	↓ + (B)	N/A	N/A	Back to opponent/Dash in direction faced
Mukuro-saki	↓ + (B)	8	ML	Opponent must be on ground
Low Leg Slasher	↓ ↓ (B)	20	L	From duck position
Ground Sweeping Shot	↖ + (B)	17	L	Trip
Scratching Through	↖ + (B)	22	M	Stagger
Somersault Sword	↑ (B)	14	M	Stagger
Air Collision Attack	↑ ← / → + (B)	30	M	Bounce
Rising Scrape Up	↓ ↘ ← + (B)	30	M	Launch
Inferno	↓ ↘ + (B)	45	M	12 Hits/Stagger

NEW MOVES FOR BEAST FORM

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
Deadly Tornado Throw	→ + BL	35		10 Hits
Black Magic	↓ ↘ ↓ ↘ → + (B)	99/103	M	10 Hits
Reversal Flowing Arrow	↓ ↙ ↓ ↙ → + (B)	100/97	L	43 Hits

SPECIAL moves

INFERNO

↓ ↘ ↗ + B

This is an extremely rare projectile attack. Kohryu launches his fist for 12 hits and a stagger. Inferno is an excellent weapon against opponents trying to advance from a distance. Be very careful when using it in close range because Kohryu is helpless while the fist flies.



MURUKO-SAKI

↓ + B, B, B, B, B



Use Muruko-saki whenever Kohryu is in Beast Form and you have a chance for a follow-up attack against an opponent on the ground. It is twice as damaging as any other follow-up available.

MACHINE GUN COMBO DELUXE

→ + B, B, B, B, B, ↘ + P, ↓ ↘ ↗ + B



It is possible to have as few as two B and as many as four B after the initial → + B. You can also substitute a K in place of ↓ ↘ ↗ + B and its knock-back to get a launch at the end of the chain.

BEAST DRIVE

BLACK MAGIC

↓ ↘ ↗ → + B



Because of Reversal Flowing Arrow's awesome properties, it is best to save Black Magic for opponents that are crouched in anticipation of Kohryu's other Beast Drive. The initial dash doesn't have a long reach, and it must connect for the rest of the Beast Drive to trigger.

REVERSAL FLOWING ARROW

↓ ↘ ↗ → ← ← + B

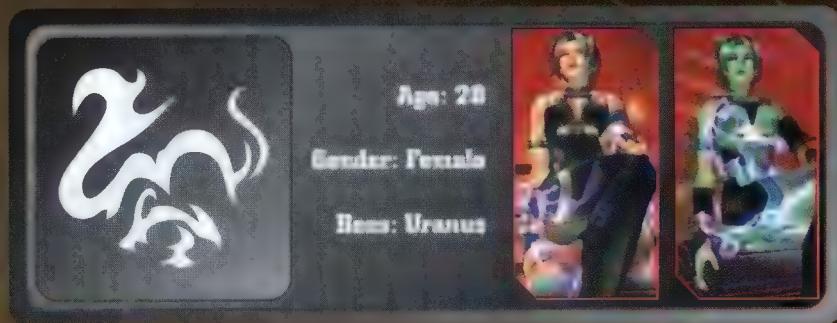


Reversal Flowing Arrow is a useful move for several reasons: its range covers the entire fighting stage; it tracks opponents, even when they're in the air; and it strikes Low. After he back-flips into the ground, Kohryu tracks his opponent and erupts from the ground beneath the foe's feet, launching him or her into the air for some target practice.

KOHRYU

URANUS THE CHIMERA

TYRON changed Uranus into the strongest artificial beast-man machine in existence. Is there something inside of her that will awaken, or had anyone made a clone of her? Uranus had the fate to be both the wife of the god of the sky and the mother of the god of time, Cronos.



STANDING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
0A0	K	12	H	
0AB	K	12	M	Back to opponent
0A7	K	24	M	Dashing Attack/Block Break/2 Hits/Bounce
0A6	→ → K	14	H	Block Break
Rising Attack	K	20	M	
0A1	→ + K	12	M	Bounce
0A2	← + K	24	H	Knockback
109	↑ + K	14	M	
0AF	↓ ↑ + K	8	M	Bounce/Not available in Beast Form only
0AF	↓ + K	10	M	Opponent must be on ground
1A1 "Penitence"	↓ ↘ → + K	39	L	Stagger
1A4 "Mirage"	↓ ↙ ← + K	N/A	N/A	Teleport behind opponent/ Follow ups
090	P	9	H	
098	P	10	H	Back to opponent
097	P	26	M	Dashing Attack/Block Break
096	→ → P	12	L	Trip
091	→ + P	10	M	
092	← + P	4	M	Block Break/Launch
100	↑ + P	16	HM	3 Hits/Launch
09F	↓ + P	5	ML	Opponent must be on ground/5 Hits
1A0 "Ascension"	↓ ↘ → + P	21	HM	4 Hits/Knockback
1A3 "Sacrifice"	↓ ↙ ← + P	24	HM	5 Hits/Launch

CROUCHING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
0A3	↓ + K	8	L	
0AC	↓ + K	9	L	Back to opponent/Trip
0AA	↓↓ K	24	L	From duck position/4 Hits
0A4	↖ + K	14	HM	
0A5	↖ + K	12	L	
093	↓ + P	8	ML	
09C	↓ + P	N/A	N/A	Back to opponent/ Teleport away
09A	↓↓ P	18	M	From duck position
094	↖ + P	13	M	
095	↖ + P	12	L	End facing opposite direction

JUMPING

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
12A	↑ K	16	HM	
12D	↑→ + K	26	M	Block Break/Knockback
13F	↑← + K	26	M	Block Break/Knockback
11E	↑ P	9	HM	
12I	↑→/← + P	26	M	Block Break/Bounce

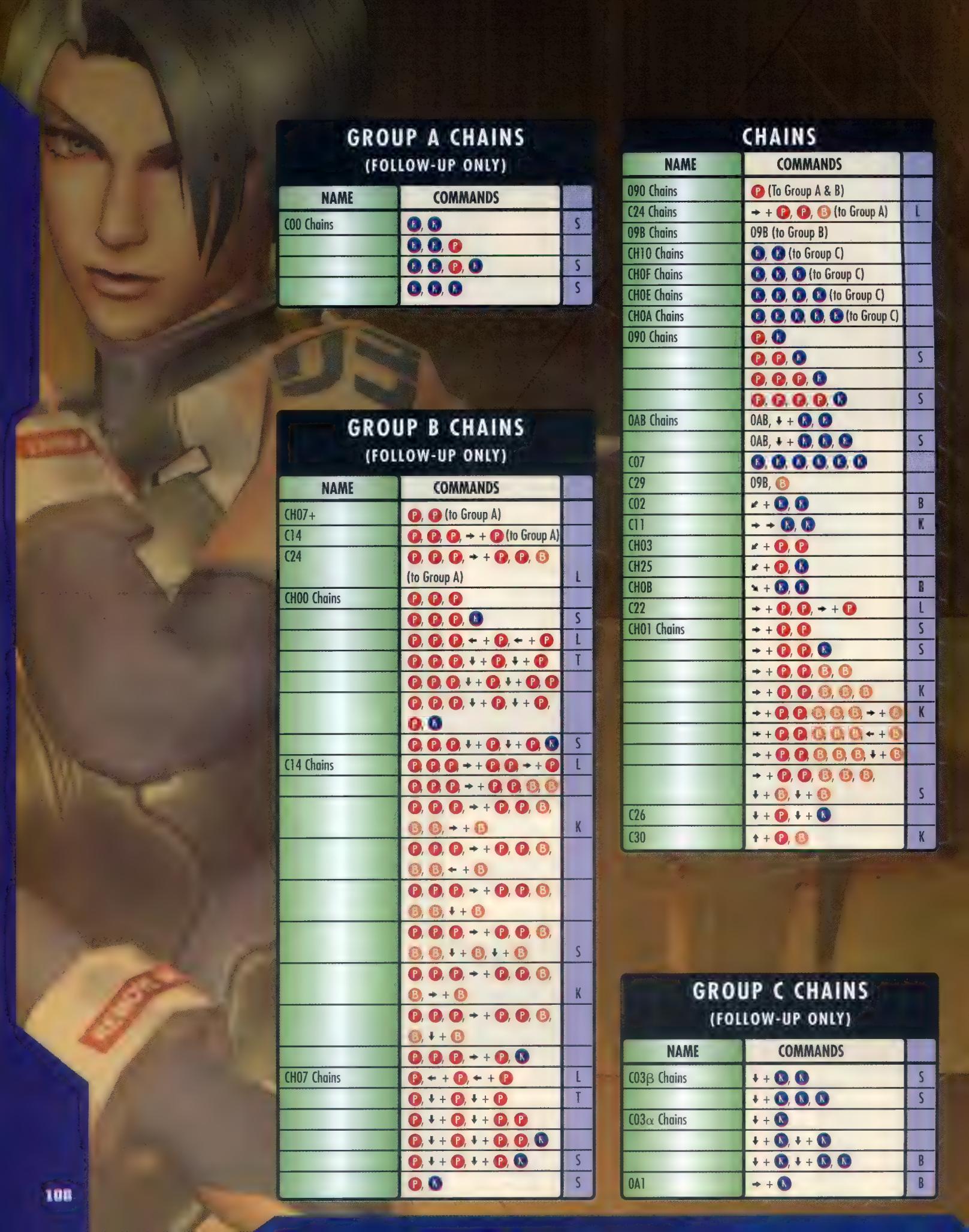
THROWS

MOVE NAME	COMMAND	DAMAGE	NOTES
140	→ + BL	35	6 Hits
142	→ + BL	39	Face opponent's back/9 Hits
141	→ + BL	35	Facing crouching opponent/5 Hits
145	→ + BL	27	Air throw; must face opponent/6 Hits
14D "Eve"	↓↖→ + BL	38	Not available in Beast Form only

BEAST FORM CHAINS

NAME	COMMANDS	
C01α	B, ↑ + B	L
CBOO Chains	B, B	
	B, B, ↓ + B	
CF16 Chains	B, B, B	
	B, B, B, → + B	K
	B, B, B, ← + B	
	B, B, B, ↓ + B	
	B, B, B, ↓ + B, ↓ + B	S
OB1 Chains	→ + B, → + B	K
	→ + B, ↓ + B	
OB2 Chains	← + B, → + B	K
	← + B, ↓ + B	
	← + B, ↓ + B, ↓ + B	S
[2]	↓ + B, ↓ + B	S





GROUP A CHAINS

(FOLLOW-UP ONLY)

NAME	COMMANDS	
COO Chains	 	S
	  	
	   	S
	 	S

GROUP B CHAINS

(FOLLOW-UP ONLY)

NAME	COMMANDS
CH07+	$P, P \rightarrow (to\ Group\ A)$
C14	$P, P, P, \downarrow + P \rightarrow (to\ Group\ A)$
C24	$P, P, P, \downarrow + P, P, B$ (to Group A)
CH00 Chains	P, P, P P, P, P, K $P, P, P, \downarrow + P, \leftarrow + P$ $P, P, P, \downarrow + P, \downarrow + P$ $P, P, P, \downarrow + P, \downarrow + P, P$ $P, P, P, \downarrow + P, \downarrow + P, P$ P, P, K $P, P, P, \downarrow + P, \downarrow + P, K$
C14 Chains	$P, P, P, \rightarrow + P, P, \rightarrow + P$ $P, P, P, \rightarrow + P, P, B, B$ $P, P, P, \rightarrow + P, P, B, B$ $B, B, \rightarrow + B$ $P, P, P, \rightarrow + P, P, B$ $B, B, \leftarrow + B$ $P, P, P, \rightarrow + P, P, B$ $B, B, \downarrow + B$ $P, P, P, \rightarrow + P, P, B$ $B, B, \downarrow + B, \downarrow + B$ $P, P, P, \rightarrow + P, P, B$ $B, \rightarrow + B$ $P, P, P, \rightarrow + P, P, B$ $B, \downarrow + B$ $P, P, P, \rightarrow + P, K$
CH07 Chains	$P, \leftarrow + P, \leftarrow + P$ $P, \downarrow + P, \downarrow + P$ $P, \downarrow + P, \downarrow + P, P$ $P, \downarrow + P, \downarrow + P, P, K$ P, K

CHAINS

NAME	COMMANDS
090 Chains	① (To Group A & B)
C24 Chains	→ + ①, ①, ② (to Group A)
09B Chains	09B (to Group B)
CH10 Chains	③, ③ (to Group C)
CHOF Chains	③, ③, ③ (to Group C)
CHOE Chains	③, ③, ③, ③ (to Group C)
CHOA Chains	③, ③, ③, ③, ③ (to Group C)
090 Chains	①, ③ ①, ③, ④ ①, ③, ④, ⑤ ①, ③, ④, ⑤, ⑥ ①, ③, ④, ⑤, ⑥, ⑦
OAB Chains	OAB, ↓ + ①, ③ OAB, ↓ + ①, ③, ④
C07	③, ③, ③, ③, ③, ③, ③
C29	09B, ②
C02	↗ + ①, ③
C11	→ → ③, ③
CH03	↗ + ①, ③
CH25	↗ + ①, ③
CHOB	↗ + ①, ③
C22	→ + ①, ③, → + ①
CH01 Chains	→ + ①, ③ → + ①, ③, ④ → + ①, ③, ④, ②, ② → + ①, ③, ④, ②, ②, ③, ③ → + ①, ③, ④, ②, ②, ③, ③, → + ④ → + ①, ③, ④, ②, ②, ③, ③, ← + ④ → + ①, ③, ④, ②, ②, ③, ③, ← + ④ → + ①, ③, ④, ②, ②, ③, ③, ↓ + ④ → + ①, ③, ④, ②, ②, ③, ③, ↓ + ④ ↓ + ④, ↓ + ④
C26	↓ + ①, ↓ + ③
C30	↑ + ①, ②

GROUP C CHAINS

(FOLLOW-UP ONLY)

NAME	COMMANDS
C03 β Chains	$\downarrow +$  
	$\downarrow +$   
C03 α Chains	$\downarrow +$ 
	$\downarrow +$  $\downarrow +$ 
	$\downarrow +$  $\downarrow +$  
0A1	$\Rightarrow +$ 

SPECIAL MOVES

OAA

↓ ↗ K



This move is noteworthy because, unlike most of the other ducking attacks, OAA is useful only against opponents with their feet on the ground. Where most ducking attacks either stagger or launch opponents, this wrestling maneuver slams them to the ground.

14D "EVE"

↓ ↗ ← + B



Despite the ferocity with which Uranus slams opponents into walls, this move will not score ringout victories. It is important to note that this throw is not available in Beast Form, but is available in Hyper-Beast Form.

090 CHAINS

Chains beginning with P



The important thing to note about all chains that begin with a P is that most moves can follow only after two or four punches, and P and K can follow only after the first or third punches. Use Training to get a feel for the rhythm of hitting an even or odd number of punches and then following up with the huge number of chains available.

1A4 "MIRAGE"

↓ ↗ ← + K



Performed on its own, 1A4 "Mirage" teleports Uranus a fixed distance, facing the same direction as when the move began. Pressing K quickly after the initial command results in a sliding kick. Use P quickly after the initial command for a downward punch. You can also use B, but be certain that Uranus will appear behind her opponent, or the devastating knockback move will miss.

URANUS



CHIMERA

In Hyper-Beast Form, Uranus gains the
Any Cancel B and Counter Effect abilities.



BEASTORIZIZE BUTTON ATTACKS - HUMAN FORM

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
Beast Pose	B	2	M	Gain Beast Energy/Blue Beast Gauge
Beastorize	B	6	M	Change to Beast
	B	35	M	Dashing Attack/Change to Beast/7 Hits
	↑ B	4	M	Change to Beast
	↓ ↘ → + B	37	M	Change to Beast/2 Hits
	↓ ↙ ← + B	29	M	Change to Beast/Launch

BEASTORIZIZE BUTTON ATTACKS - BEAST AND HYPER FORMS

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
OBO	B	13	M	
OB8	B	56	ML	Back to opponent/Knockback
OB7	B	35	M	Dashing Attack/7 Hits/Knockback
OB6	→ → B	44	M	Block Break/Knockback
OB1	→ + B	18	HM	
OB2	← + B	28	HM	Block Break
112	↑ + B	43	M	Block Break/Launch
OB3	↓ + B	21	L	
OB8	↓ + B	33	ML	Back to opponent/Trip
OBF	↓ + B	10	L	Opponent must be on ground
OB8	↓ ↓ B	28	L	From duck position/Trip
OB4	↖ + B	22	M	Stagger
OB5	↗ + B	17	L	End facing opposite direction
136	↑ B	13	M	Stagger
139	↑ ← / → + B	45	M	Block Break
1A5 "Tempest"	↓ ↙ ← + B	27	M	29 Hits
1A2 "Meteor"	↓ ↘ → + B	37	M	2 Hits

NEW MOVES FOR BEAST FORM ONLY

MOVE NAME	COMMAND	DAMAGE	BLOCK	NOTES
143	→ + BL	51		2 Hits
1A0	P	24	HM	Stagger/Empty Beast Gauge
1A1	K	30	L	Block Break/Trip/Empty Beast Gauge
1A2	↑ P / K	18	M	Knockback/Empty Beast Gauge
1A3	↓ ↙ ← + K	32	M	2 Hits/Block Break/Bounce

NEW MOVES FOR BEAST AND HYPER-BEAST FORMS

MOVE NAME	COMMAND	DAMAGE (BEAST/HYPER)	BLOCK	NOTES
1B5 "Baptism"	↓ ↘ → ↓ ↗ → + B	105/101	M	10 Hits
1B8 "Apocalypse"	↓ ↙ ← ↓ ↘ → + B	111/106	N/A	10 Hits

SPECIAL MOVES

1A4

↓ ↖ ↖ + K



1A4 replaces the move 1A4 "Mirage" from Uranus's Human Form. This new move starts with an upward Medium-striking punch that carries opponents into the air, followed quickly by a downward strike that bounces opponents off of the ground.

1A0 AND 1A1

P or K



Whether you're in the air (first screenshot) or on the ground (P top-right, K bottom row), pressing P or K while you're in Beast Form is like hitting a "Humanize" button. Except for the extended command input attacks (↓ ↖ ↖ and ↓ ↖ ↖), pressing P or K reverts Uranus to Human Form while it knocks opponents back and deals damage.

BEAST DRIVE

1B5 "BAPTISM"

↓ ↖ ↖ + B



With a decent amount of forward motion built into the move, 1B5 "Baptism" is the Beast Drive to use when the opponent is beyond Uranus's arm reach. Try to tack on an extra hit after the move finishes, but make sure you turn around because Uranus ends this move with her back to the opponent.

1B8 "APOCALYPSE"

↓ ↖ ↖ + B



Should any foe come within Uranus's arm reach while she is in Beast or Hyper Beast Form, execute 1B8 "Apocalypse" immediately. While it is slightly less damaging than 1B5 "Baptism," 1B8 "Apocalypse" can be neither blocked nor evaded. This move is especially dangerous near destroyed walls, where it is possible to throw an opponent outside the fighting stage for a ringout victory.

URANUS



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